

THE BLACK GATE

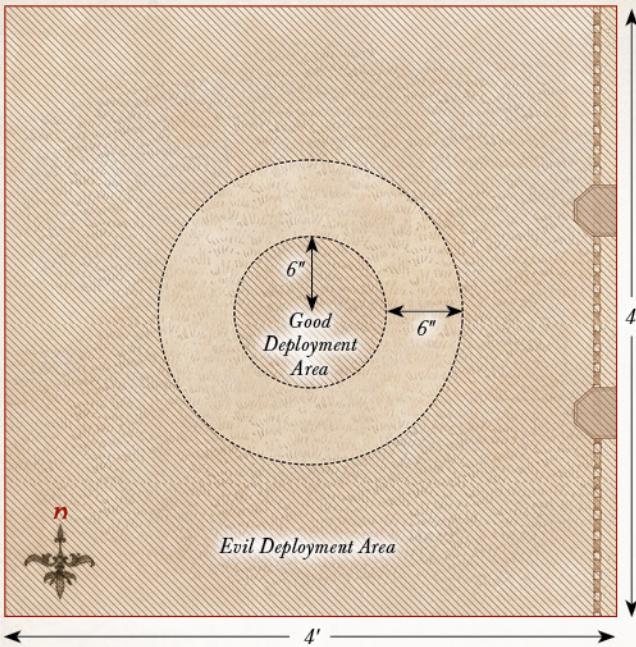
The Battle of Pelennor Fields has ended, and the forces of Sauron have been broken, scattered and sent fleeing back towards the black lands. Yet the Dark Lord is not yet defeated, and in the wake of the battle, the leaders of the Free Peoples of Middle-earth have banded together in order to discuss how best to deal with the threat of Mordor. After much deliberation, it is decided that the best way to aid Frodo as he crosses Mordor is to create a diversion, drawing Sauron's gaze away from the plains of Gorgoroth and onto themselves.

With their plan formed, the forces of Gondor and Rohan march towards the Black Gate of Mordor, and once more to war. Upon their arrival at

the Morannon, the Men of the West are faced with a vast army of Sauron's minions. The bowels of Mordor have spilled out from the Black Gate, forming an army of vicious Morannon Orcs and Mordor Trolls, led by a hulking Troll chieftain and The Mouth of Sauron, a Black Númenórean who has unwaveringly served the Dark Lord for centuries.

Upon seeing the daunting task ahead of them, Aragorn rallies those that follow him to fight harder than they have ever fought. In his eyes, this will not be the day that the realm of Men falls. Following his rousing speech, Aragorn leads those at the Black Gate as they charge headlong into the fray; giving their all in order to give Frodo one final chance to destroy the Ring of Power and put an end to the Dark Lord for good.





LAYOUT

The board represents the barren fields outside the Black Gate. As there is very little terrain outside the Black Gate (Mordor is a wasteland after all), there is not much to place on the board apart from the Black Gate's walls that run along the eastern board edge. The eastern edge of the board within 6" of the centre of the eastern board edge represents the opening for the Black Gate.

STARTING POSITIONS

The Good player deploys all of their models within 6" of the centre of the board. The Evil player then deploys all of their models anywhere on the board more than 6" from any Good models.

OBJECTIVES

The Men of the West are fighting to buy time; not for themselves but for Frodo. If they can hold the Mordor forces at bay for long enough, then Frodo can destroy the Ring.

The game lasts for 15 turns. If, at the end of the fifteenth turn, there are 10 or more Good models left alive, then the Good player is the winner. If there are less than 10 models left alive then the Evil player is the winner. If Aragorn is still alive, the best result the Evil player can achieve is a draw.



SPECIAL RULES

Gandalf's Staff – Following his encounter with the Witch-king, Gandalf no longer possesses his Wizard's Staff.

Gandalf does not have his Staff of Power, and therefore does not gain a free point of Will each turn.

Teeming Hordes – A seemingly endless tide of Orcs is spewed forth from the Black Gate, with more constantly joining the battle.

Each time a **Mordor Orc** model is slain, keep it to one side. At the end of each Evil move phase, the Evil player may move any models kept aside in this manner onto the board from the Black Gate.

Greatest of the Trolls – The Troll Chieftain that duels with Aragorn is unlike the others of its race – tougher, more powerful and far more deadly.

The Mordor Troll Chieftain gains the Fearless special rule and an additional point of Might, Will and Fate.

The Hordes of Mordor – Countless Orcs streamed out of the Black Gate, and when they fight in numbers, they become even more deadly.

Mordor Orc models gain a bonus of +1 To Wound in a Duel in which they outnumber their opponent in the Fight. Note that supporting models do not count for either side for the purpose of this rule.

Stand Your Ground – The Free Peoples must stand as one upon the hill if they are to have any chance of survival.

Good models may not willingly move more than 12" away from the centre of the board.

PARTICIPANTS

Good: Aragorn – Elessar; Legolas Greenleaf with armour; Gimli, son of Glóin; Gandalf the White; Éomer, Marshal of the Riddermark; Meriadoc, Knight of the Mark; Peregrin, Guard of the Citadel; 24 Warriors of Minas Tirith: 8 with shield, 8 with spear & shield, 8 with bow; 24 Warriors of Rohan: 8 with shield, 8 with throwing spear & shield, 8 with bow.

Evil: Mordor Troll Chieftain; The Mouth of Sauron on armoured horse; 3 Morannon Orc Captains with shield; 48 Morannon Orcs with shield: 12 with shield, 12 with spear, 12 with shield and spear, 12 with no additional wargear.

Designer's Notes: This Scenario is designed to depict the Black Gate as seen in the movies, and as such the Scenario only contains the characters that can be seen in those scenes. If you would rather play through the Black Gate as portrayed in the books, turn to pages 64-67, where you can find two Scenarios that recreate the event from that perspective.