

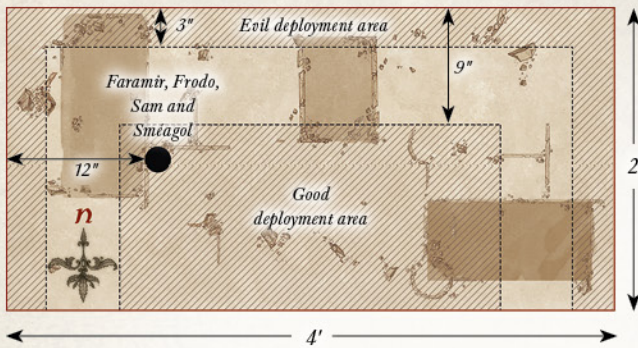
OSGILIATH

After their encounter with the Haradrim in Ithilien, Frodo and Sam are captured by the Rangers of Gondor who had been lurking in the undergrowth and had defeated the Haradrim. Their leader, Faramir of Gondor, has instructed that the two Hobbits be taken to Ithilien where they will be interrogated, for the Men of Gondor believe them to be nothing more than spies of the Dark Lord.

Within Ithilien, the truth of Frodo's journey, and the item of great power that he carries around his neck, comes to light. Seeing a chance to show his quality to his father, Faramir instructs that the Ring must go to Gondor, and so the Rangers begin to take the Hobbits to Minas Tirith. However, they must first pass through the ruined city of Osgiliath upon the banks of the Anduin and aid their beleaguered allies there.

No sooner have Faramir and his Rangers reached the city, the next assault on Osgiliath begins. Orcs flood into the city and the Men of Gondor are thrust once more into a desperate fight for survival. As the battle rages on, the sound of a Nazgûl can be heard overhead, and Frodo knows that he cannot linger. Knowing Frodo must escape from Osgiliath, Faramir realises the importance of the situation and offers to help; though it may have come too late.





LAYOUT

The board represents the ruined city of Osgiliath. There should be three ruined buildings spread evenly across the board. The rest of the board should be littered with other smaller ruins, piles of rubble and rocks.

STARTING POSITIONS

The Good player deploys Faramir, Frodo, Sam and Sméagol 12" from the centre of the western board edge. The Good player then deploys the rest of their models anywhere on the board at least 9" away from the northern, eastern or western board edges. The Evil player then deploys the Orcs anywhere within 3" of the northern, eastern or western board edges.

The Ringwraith will be available later.

OBJECTIVES

Frodo must escape Osgiliath or the Ring may well be captured. The Orcs do not know of the presence of the Ringbearer and are more concerned with capturing the city. The game lasts until Frodo is no longer on the board. The Good player wins if Frodo can escape the board via the eastern board edge. The Evil player wins if they control more of the ruined buildings than the Good side at the end of the game. If both players achieve their objective, the game is a draw; however, if Frodo is slain, the Evil side automatically wins.

SPECIAL RULES

Capturing Buildings – *The Orcs have come to claim Osgiliath by capturing key areas of the city.*

A building is considered to be controlled by a player if they have more models wholly within the building than their opponent. Control of a building can change multiple times over the course of the battle.

Nazgûl! – *One of the Nine has tracked Frodo to Osgiliath, and now hunts the Ringbearer from its Fell Beast.*

The Ringwraith will automatically arrive at the end of the Evil player's third Move phase from the western board edge via the rules for Reinforcements. Once per game, during the Priority phase, the Nazgûl can let out a terrifying shriek, which will reduce all Good models' Courage value by 3 until the end of the turn. Additionally, with Frodo beginning to fall more under the influence of the Ring, he cannot risk putting it on. If Frodo puts on the Ring, he is removed as a casualty.

Reinforcements – *With the battle raging on, both sides have reinforcements rushing to join the fray.*

Each time a **Warrior** model is removed as a casualty, roll a D6. On a 1-3 that model takes no further part in the game. On a 4+, that model may re-enter the board at the end of its side's next Move phase via the rules for Reinforcements. Good models enter from the southern board edge. Evil models may enter from the northern, eastern or western board edges.

Poor Sméagol – *Following the beating at the hands of the Rangers, Gollum is now fully intent on killing Frodo and Sam, but he won't risk such treachery with Faramir and his Rangers around.*

Sméagol is under the control of the Good player, however, Good models may not benefit from any Heroic Action that Sméagol declares.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Anborn, Ranger of Ithilien; Mablung, Ranger of Ithilien; Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak; Sméagol; 13 Warriors of Minas Tirith: 4 with shield, 4 with spear & shield, 4 with bow, 1 with banner; 12 Rangers of Gondor: 4 with spear, 8 with no additional wargear; 6 Osgiliath Veterans: 2 with shield, 2 with spear, 2 with bow.

Evil: 3 Orc Captains with shield; 1 Ringwraith on Fell Beast with 2 Might, 10 Will and 2 Fate; 37 Orc Warriors: 12 with shield, 12 with spear, 6 with Orc bow, 6 with two-handed weapon, 1 with banner.

