

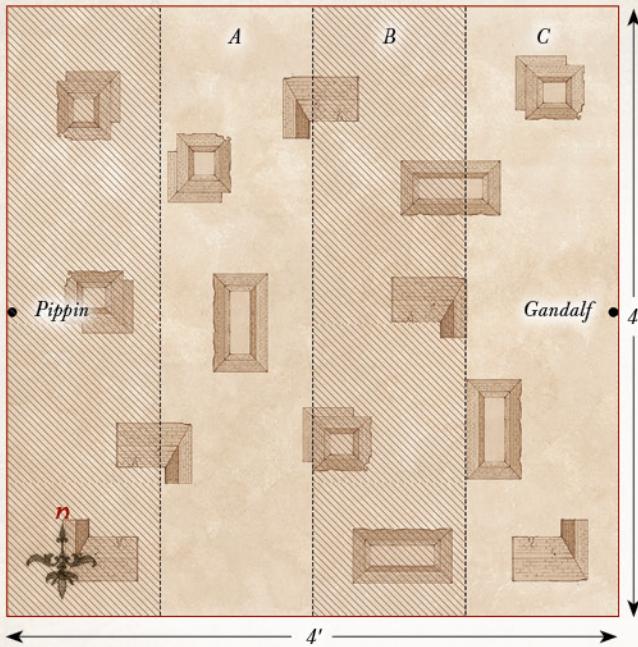
THE STREETS OF MINAS TIRITH

The courtyard of Minas Tirith has been overrun, and the streets of the White City are awash with Orcs and Trolls. Within the cobbled streets and narrow alleyways, the men of Gondor fight desperately to fend off the ever-advancing waves of Orcs and Trolls, to prevent them from reaching the city's upper levels.

Within the upper levels, Denethor's madness has taken over his senses, and he is intent on burning himself and his presumed-dead son alive, like the heathen kings of old. Upon learning of the Steward's intentions, Pippin races towards the lower levels of Minas Tirith in search of Gandalf. If Pippin cannot reach the White Wizard in time, then Faramir will surely perish.

Those who remain within the lower levels fight with all of their strength to stem the endless tides of Orcs and monsters that seek to destroy the city's people, and are led by Gandalf the White, Húrin, Ingold and Irolas in their desperate defence.





LAYOUT

The board represents the streets of the lower levels of Minas Tirith. There should be plenty of buildings and ruins that form a variety of different streets and alleyways of various widths. Some should be wide enough for blocks of infantry and Trolls, whilst others should only fit a few models side-by-side.

STARTING POSITIONS

The Good player deploys Gandalf touching the centre of the eastern board edge, and then deploys Pippin touching the centre of the western board edge. The Good player deploys Ingold and 12 Warriors of Minas Tirith in section A on the map. The Evil player then also deploys the Morannon Orc Captain and 12 Morannon Orcs in section A. The Good player deploys Irolas and 12 Warriors of Minas Tirith in section B on the map. The Evil player then also deploys Goroth and 12 Morannon Orcs in section B. The Good player deploys Húrin and 12 Warriors of Minas Tirith in section C on the map. The Evil player then also deploys Zagdûsh and 12 Morannon Orcs in section C. No models may be deployed within 3" of an enemy model.

OBJECTIVES

The Orcs are hungry to bring death and destruction to the people of Minas Tirith – should enough men fall, the city will be overrun. Pippin must reach Gandalf before Denethor can set the pyre alight, otherwise Faramir will perish.

The game lasts until the end of a turn when either Pippin or Gandalf are removed from the board. The Good side wins if both Gandalf and Pippin exit the board via the western board edge during the same turn. The Evil player wins if they can reduce the Good force to 25% of its starting numbers. If both players, or neither player, achieve their objective, then the game is a draw.

SPECIAL RULES

Pippin – *Pippin is racing through the city in search of Gandalf, ducking and weaving between the Men and Orcs that fight on all sides. Mercifully, the Orcs have not yet noticed his small stature in the chaotic melee.*

Pippin counts as wearing an Elven cloak. Additionally, any Evil model that wishes to Charge Pippin must first roll a D6. On a roll of a natural 6, they may Charge as normal. On a 1-5, the model may not Charge Pippin, but may Move as normal, even charging another enemy, if they wish.

Gandalf – *The White Wizard is busy defending the city from the Orcs that now surge through it; he will only leave the battle after hearing Pippin's pleas.*

If, during the End phase of any turn, Pippin and Gandalf are in base contact and Gandalf is mounted, Pippin may mount Shadowfax and be treated as a passenger. Gandalf may not enter the western half of the board until Pippin has reached him.

PARTICIPANTS

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

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