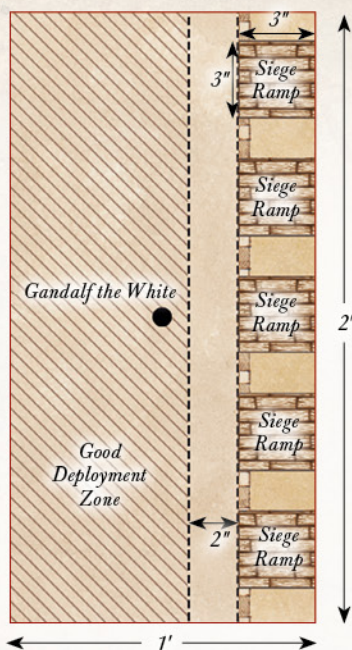# ATOP THE WALLS

The legions of the Dark Lord have gathered outside Minas Tirith, and the battle for the city is about to begin. Under the command of Gothmog, hordes of Orcs rush forwards, and huge Mordor Trolls push giant siege towers crammed with Orcs towards the outer walls. As the siege towers approach, those atop the walls frantically loose arrow after arrow at the beasts pushing the crude contraptions in the hope of felling them and rendering the towers useless.

From the top of the walls of the White City, Gandalf rallies the Men of Gondor in defence of Minas Tirith. Yet even the powers of the White Wizard cannot prevent the siege towers of Mordor from reaching the battlements. With the sound of breaking stone, the siege towers' ramps come crashing down, shattering the ornate stonework beneath them and unleashing a torrent of Orcs upon the defenders.

Along the lengths of the walls, the men of Gondor and their allies must fight to stave off the waves of Orcs which now flood the battlements. Only by blunting their attack can the forces of Mordor be driven back and the warriors of Minas Tirith earn a brief respite before the battle inevitably continues.

LAYOUT

The area within 9" of the western board edge represents the area on top of the walls of Minas Tirith and therefore should be relatively clear, perhaps with a few steps, crates or small sections of wall to add variety. The area within 3" of the eastern board edge represents the edge of the Pelennor, and the sheer drop from the battlements. Within this area there should be the ramps for five siege towers, each one being 3" by 3" and spread out along the eastern board edge so that they touch the battlements.

STARTING POSITIONS

The Good player deploys Gandalf in the centre of the board, with Pippin within 1" of him. They then deploy the remainder of their models on the walls of Minas Tirith, but not within 2" of any part of the ramp of a siege tower. The Evil player then deploys their models either on the ramp of a siege tower or atop the walls within 1" of the ramp of a siege tower.

OBJECTIVES

Unless they can slay huge numbers of Orcs, the defenders of Minas Tirith will be overwhelmed by the invaders. The key to victory is the White Wizard – should he fall, all hope will be lost.

The Good player wins if, at the end of any turn, they have slain a total of 30 Orcs (it's important to keep track). The Evil player wins if they can slay Gandalf before this can happen. If both players complete their objective in the same turn, the game is a draw.

SPECIAL RULES

The White Wizard – *The hope of the men of Minas Tirith is fading. Only by joining the fight for the city can Gandalf restore their courage and urge them to continue to fight.*

Gandalf must always Charge if he is able to do so. Additionally, on a turn in which Gandalf Charges, friendly **Gondor Warrior** models within 12" of him will count as being in range of a banner until the end of the turn.

The Hordes of Mordor – *Countless Orcs have swarmed the walls, and more constantly climb the siege towers 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 eastern board edge.

Battlements of Minas Tirith – *The height of Minas Tirith's walls means that any warrior unfortunate enough to fall from them will meet an untimely death.*

The eastern edge of the walls of Minas Tirith are lined with battlements that can trap a model against them. Additionally, any model that is pushed from the edge of a siege tower and onto the Pelennor is automatically slain – it's a rather long fall!

PARTICIPANTS

Good: Gandalf the White; Peregrin Took, Guard of the Citadel; Irolas, Captain of the Guard; Beregond; 24 Warriors of Minas Tirith: 8 with shield, 8 with spear & shield, 8 with bow.

Evil: Zagdûsh, Orc Captain; 2 Orc Captains with shield; 36 Mordor Orc Warriors: 12 with shield, 12 with spear, 6 with Orc bow, 6 with two-handed weapon.