

Battle of the Pelennor Fields

A War of the Ring Mega-Game Scenario

Probably the most epic battle from the Lord of the Rings, the arrival of the Rohhirim and Aragorn and the end of the siege of Minas Tirith was a pivotal moment in the trilogy. The scenario represents a simplified version of the scenario presented in the rulebook, for use as a store mega-game.

Special Terrain rules:

- Walls of Minas Tirith – the walls of Minas Tiith are impassable except at gates, but may be breached as normal by heavy siege engines.

Deployment:

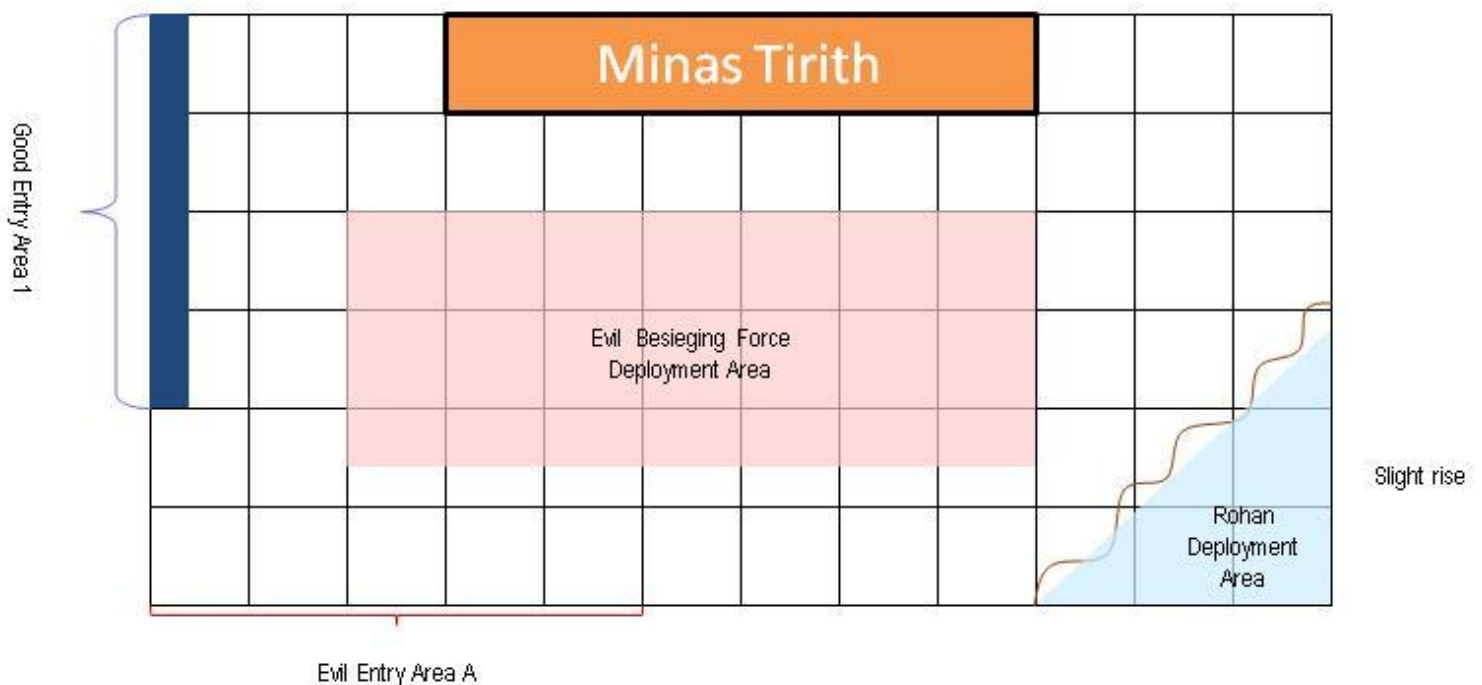
At start:

- Good – first deploy all Rohan formations in the zone shown on the map. Any Gondor artillery may be deployed on the wall of Minas Tirith at this time.
- Evil – next the evil plays deploy their besieging forces anywhere within their deployment zone as shown on the scenario map

The forces of good automatically have priority for the first turn.

Map:

WOTR Mega-Game Pelennor Fields



Forces of Good:

Rohan

Theoden – Theoden, Eowyn, the King's guard (mounted) plus up to 1,000 points of Rohhirim

[Theoden] _____

Eomer – Eomer plus up to 1,000 points of Rohhirim

[Eomer] _____

Gondor

Imrahil – Imrahil, plus up to 1,000 points of Gondorians

[Imrahil] _____

Black Fleet

Aragorn – The three Hunters, Court of the Dead King, plus up to 1,500 points of Gondorians

[Aragorn] _____

Forces of Evil:

Besieging Force

Gothmog – Gothmog, any ringwraith other than the Witch King, plus up to 1,500 points of Mordor troops

[Gothmog] _____

Witch King – Witch King, one other ringwraith plus up to 1,500 points of Mordor troops

[Witch King] _____

Relieving Force

Suladan – Suladan, 2 Mumaks, plus up to 3,000 points of Harad, Easterling or Mordor troops

[Suladan] _____

Arrivals:

The Gondor force from Minas Tirith enters at the start of Good's turn 1, entering from the table edge within the walls of Minas Tirith.

The evil relieving force enters at the start of Evil's turn 2, entering from the table edge noted on the scenario map.

The Black Fleet enters at the start of Good's turn 3, entering from the river edge noted on the scenario map.

Charge of the Rohirrim:

All mounted Rohan formations automatically pass their earth-shaking charge rolls during turns 1 and 2.

Character Special Rules:

Aragorn –

- Touched by destiny / may call one epic action each turn without expending a might point

Theoden –

- Touched by destiny / may call one epic action each turn without expending a might point

Eowyn –

- Sung her death song / immune to terror, regardless of her unit's circumstances
- May call an epic duel for free against any ringwraith, with a +2 to her dice. She also rolls 2 dice and takes the higher score, but is removed as a casualty if she fails to slay her opponent.

Witch King –

- Inspiring Leader extended / all friendly formations within 36" use his courage value
- Terror -2 / enemy terror tests he forces are taken at a -2 modifier

Winning the Game:

This was the pivotal battle in the War of the Ring, and if Minas Tirith fell the hopes for the free people would be incredibly dimmed.

Either side is considered broken if, at the end of its turn, it has lost 2/3 or more of its total number of companies (including those not yet on table). Any epic heroes lost count as an additional company lost.

- The Good side will win a strategic victory if they break the Evil force without losing more 3 epic heroes
- The Evil side will win a Strategic victory if they break the Good force
- Any other result is a Good tactical victory.