GORGOROTH

The north of Mordor is a barren and dusty wasteland, coated with the ruinous debris scattered by the volcanic Mount Doom that sits in the centre of the giant plateau of Gorgoroth. By all standards, the plateau of Gorgoroth is a vile place to live, for the very air is a poisonous fume, prolonged exposure to which can sap a man of his health and will. Accordingly, there are very few of Sauron’s creatures that choose to live in this place. Indeed, only those Orcs assigned to garrison duty in the strongholds of the Morgai spend any time in this land. Most only pass through on their way to the slavefields in the south, or the Morannon in the north, dwelling in small makeshift towns of rough tents for no more than a few days at a time. Unsurprisingly, perhaps, the temper of the Orcs forced to live on the plateau is fouler than normal. If there is no identifiable enemy close by, only the iron control of an Orc captain can ensure that the Orcs of Gorgoroth continue about their business without attacking their fellows.

Orc of Gorgoroth

Points value: 6

Orc of Gorgoroth

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<thead>
<tr>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
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<tr>
<td>2/4+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>2</td>
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</tbody>
</table>

Wargear

Gorgoroth Orcs wear crude armour and carry shields and spears. They may be given additional items at the following cost:

- Hand weapon or two-handed weapon: free
- Bow: 1 pt
- Spear: 1 pt
- Shield: 1 pt
- Heavy armour: 1 pt

Special Rules

Recalcitrant. If a Gorgoroth Orc cannot draw line of sight to an enemy model at the start of its Move phase, it becomes a Good model for the rest of the turn.

Gorgoroth is an inhospitable place, where the squalor eventually effects an Orc’s mentality.
Mat Ward expands the rules presented in last month’s article, ‘Points Match’, with rules for playing competitive games in Mordor, the Land of Shadow.

Sauron’s chief stronghold for many thousands of years, Mordor lies in the east of Middle-earth, bordered by Gondor in the west and by Khand and Rhûn in the east. A land that has endured too long under the shadow, Mordor is a ruined and evil place. History does not tell of Mordor before Sauron began to dwell there at the start of the Second Age – no name from earlier times is known. In the years of Sauron’s power it became the most feared realm in Middle-earth, a shadow that could stretch across the face of the world. Even its name – literally translated as ‘the Black Land’ – is a title bestowed as a result of the Dark Lord’s evil nature.

Mordor itself is split into two distinct regions by branches of the Ered Lithui and Ephel Díath. The northern region of Gorgoroth is a barren plateau where little grows, and that which does grow is twisted by the vile fumes that emanate from the dominant feature of Gorgoroth: Orodruin, Mount Doom. It is here, in the mountain’s volcanic fury, that Sauron forged the One Ring – an act that would bind Mount Doom to the fate of Middle-earth itself. In contrast, the plain of Núrn could almost be considered a fertile land – its soil enriched by the many rivers that empty into the inland sea of Númenor, but even here there is something unwholesome about the air. The plains of Núrn are criss-crossed with a great network of roads that ultimately lead out of the black land, to the vassal nations in the east and the south. Day after day great convoys bearing slaves and supplies journey to the camps along the sea of Númenor, where countless slaves toil to support the armies of the Dark Lord.

Mordor is ringed on three sides by forbidding mountains. Though primarily they form Sauron’s first line of defence, these mountains are also a cage to pen the disloyal and unwilling amongst his servants, as well the innumerable slaves and prisoners interred in the dungeons of Mordor. These silent borders are almost unassailable, for in addition to the substantial natural barrier presented by the towering spires of rock, many fell and foul creatures inhabit the tunnels and caverns beneath the peaks – creatures that even the Orcs dread an encounter with. The mountains of Mordor can only be breached at two points – two cursed and desolate chinks in the armour of Mordor.

The first, the pass of Cirith Ungol, winds through the Ephel Díath to link the green land of Ënthilien with the dusty wasteland that is the plateau of Gorgoroth. Though the route is navigable, passage through Cirith Ungol is by no means easy or safe. Orcs will not enter portions of the pass, fearful of the broated presence of Shelob, last child of Ungoliant. This giant spider-creature preys upon anything that she pleases, afraid of nothing. Not even Sauron’s power is sufficient to cow her, though in truth he welcomes her presence in that forsaken place, guarding as she does the entrance to his land.

The second road into the Black Land is Cirith Gorgor, the haunted pass, located in the extreme north-west of Mordor, at the junction of the Ered Lithui and the Ephel Díath. Cirith Gorgor is the only road down which an army can easily travel and is the only true weak point in Mordor’s western defences. This vulnerable spot is reinforced by the Morannon, the Black Gate of Mordor – a massive bastion of iron and steel that overlooks the morass of the Dead Marshes far below.

As the only true entrances to Mordor, both passes are watched with ceaseless vigilance. Above Cirith Gorgor sit the twin towers of Narchest and Carchost, whilst another tower whose name has been long forgotten rests beside Cirith Ungol. Ironically, these fortresses were built by Gondor in years past, after Sauron fell beneath the Last Alliance. Originally intended to watch Mordor and prevent the Dark Lord from rebuilding his strength, these aged but strong towers have been taken and corrupted. Now infested with Orcs they have been turned to a new purpose – to defend Mordor against their creators.
PLAYING SCENARIOS
IN MORDOR

Mordor is an oppressive and bleak land, rife with danger. With your opponent’s approval, you can play the Points Match scenarios from White Dwarf 28 (or any other scenarios) within Mordor. If you do so, the following special rules can be used – roll one D6 on the following table to determine which special rules (if any) are to be used each – note that multiple rolls of the same rules do not stack (you could not end up with two Rogue Trolls for example). Alternatively, players can agree which of these rules they are using before the game begins.

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<td>Tangled Thorns</td>
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<td>4</td>
<td>The Gaze of Sauron</td>
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<tr>
<td>5</td>
<td>Rogue Troll</td>
</tr>
<tr>
<td>6</td>
<td>Roll twice more on this table</td>
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**Rogue Troll:** A lone maddened Troll is wandering this part of Mordor and will attack whoever comes close. At the start of the game, place a Mordor Troll in the centre of the board. Both players then roll a D6 – the player with the highest may move the Troll 2D6/4D6cm in any direction. For the remainder of the game, the Troll is controlled by the player who has Priority, in exactly the same way as Gollum.

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<td>Oppressive Darkness – Some light penetrates the gloom, but most creatures cannot see far in such poor light. Elves, Dwarves, Trolls, Orcs and Moria Goblins can only see other models up to 12/28cm away and may not charge, cast a spell or shoot at targets outside this distance. All other creatures can only see 6/14cm into the darkness and may not charge or shoot at targets outside this distance.</td>
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<td>6</td>
<td>Ample Light – A hazy light breaks through the veil and, though weak, provides ample illumination to fight by.</td>
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**Unnatural Darkness:** Mordor is often covered in a pall of darkness that even the sun cannot pierce. At the start of the game, roll on the Gloom chart to determine the level of visibility.

**The Very Air You Breathe is a Poisonous Fume:** Noxious gases that vent from Mount Doom blanket the air, making it difficult and deadly to breathe. At the start of the game, before either player has deployed, every model in both forces takes a single Strength 1 hit to represent the effects of the poisonous atmosphere.

**Tangled Thorns:** Very little plant life thrives on the plateau of Gorgoroth and those few species that do are dark, twisted things and covered in all manner of thorns and razor sharp spines. To represent this, any models that move into an area of difficult terrain will suffer a single Strength 1 hit as they enter the terrain.

**The Gaze of Sauron:** The Dark Lord’s eye wanders hither and thither in his search for the One Ring, but where it focuses upon his servants they fight with a greater ferocity. To represent this, all Evil models receive a +1 bonus to their Courage for the remainder of this game.
Moria was once a mighty underground realm of the Dwarves. All that dwells there now are Orcs and older and fouler creatures best left unnamed. Mat Ward provides full rules for playing scenarios in the darkness of Moria.

Moria was founded in the First Age of the world, long before the forging of the Rings of Power and even before the children of Númenor landed on the shores of Middle-earth. In the east of the Misty Mountains did Durin, the father of the Dwarves, make his home, far below the peaks of Zirak-zigil, Barazinbar and Bundushahir. He and his folk fashioned a mighty underground realm, and Khazad-dûm (as the Dwarves named it) became a testimony to Dwarvish skill and proud splendour. As the numbers of Durin’s folk grew, so did they fashion new halls from caverns, span bottomless chasms with bridges of stone and fashion sturdy gates from the very skins of the mountains themselves.

Deep below the crags, Moria may have been a place of strength, but it was not a place of darkness. Great windows were let into the sides of the mountains and carefully crafted channels brought light to the halls below. For long years and through the lives of many kings, Moria was a mighty realm. Amidst the pillared halls, several generations of Dwarf kings sat on the carved throne of Durin, and the realm grew rich through the skills of his folk.

Moria was wealthy because the mountains were wealthy, and the Dwarves delved deep in search of iron, gold, and gemstones of all kinds. These were the toys and servants of the Dwarves, wrought with great skill and cunning to produce all manner of wondrous artefacts that were the envy of the other kingdoms in Middle-earth. Even so, the true riches of Khazad-dûm were not in gold or iron, but in what was called mithril by the Elves or known as Truesilver in the Common tongue. What the Dwarves called it no one knew, for they never told, but mithril was a substance of wonder. As hard as dragonscale, it could be polished like silver and wrought like iron. The Elves adored mithril for its beauty, and soon a great trade route between Moria and the neighbouring land of Eregion was established. Over time, a great friendship grew up between the two peoples, nowhere more deeply signified than on the west gate of Moria where the emblems of Durin sat alongside those of the High Elves.

Alas, to all moments of happiness there is an end, and the days of Moria were numbered when Sauron came to Eregion. He did not come for mithril, but instead, with the aid of the Elven-smiths of Eregion, he forged the Rings of Power. He came in disguise to the Elves and with his aid and knowledge were forged nine rings for the kings of Men and seven rings for the Dwarf-lords. The friendship between Moria and Eregion was such that of the seven rings forged for the Dwarf-lords, one was gifted to the king of Moria. Sauron left Eregion for a time and in the far land of Mordor he forged the One Ring, a tool through which he could bend to his own the will of the other ring-bearers. Through their wisdom, the Elves of Eregion perceived Sauron’s intent and hid from him the three rings they had forged for their people. His intent discovered, Sauron revealed his true nature, and his forces crushed the people of Eregion. The west door of Khazad-dûm was sealed, but the folk of Durin remained in Moria, safe in their fortress of stone. Or so they thought.

In the outside world, times changed. The Last Alliance overthrew Sauron and his fortress of Barad-dûr was broken. As time passed, the line of Gondor waned and the power of the Elves began to fade. As the Third Age passed by, a shadow fell once more upon Middle-earth. Unconcerned with the affairs of the outside world, the Dwarves continued to delve below the mountains in search of mithril. Alas, their greed proved to be their undoing, for as they went ever deeper, they unleashed a terrible power; a creature of shadow and flame, mightier and more terrifying than any Dwarf still living could recall; a Balrog. It slew Durin, the King of Moria, and countless others died at its hand. ‘Durin’s Bane’ the Dwarves named the Balrog and, helpless before its power, they fled in terror. The gates to the once-proud realm were closed and the mighty halls fell into ruin. The Dwarves came eventually to the lonely mountain in Erebor and there made their
home, until the dragon Smaug took it from them. For a long time, Durin's folk were reduced to penniless exiles, their former wealth and glory denied to them. In desperation, the Dwarves attempted to reclaim Moria, but Goblins and Trolls now dwelt there and the Dwarves were driven away. Time passed and many years later, indeed the very year in which Bilbo Baggins found the One Ring, Smaug was slain by Bard of Esgaroth, and the Dwarves once more made the Lonely Mountain into their home.

Under the rule of King Dáin, the halls of Erebor took on a glory to almost rival the lost realm of Moria, but not all were content. Three decades before the Ring passed to Frodo, Balin, son of Fundin, persuaded Dáin to give him leave to attempt to reclaim Moria, thinking that it too could be restored to its former grandeur. Dáin let Balin go with a heavy heart, for although he too felt the lure of his heritage, fear of the evil in Moria and of Durin's Bane hung heavy on his mind. Balin took many of the folk of Erebor with him and for a time messages returned to Dáin that spoke of Balin's success and of the reopening of the mines. Ultimately though, Dáin's fears were correct, for after only a short span of years the messages stopped, and no more news came from Moria. Balin's fate would stay a mystery until the fellowship of the Ring travelled through those halls many years later.

PLAYING SCENARIOS IN MORIA

Moria is a foreboding network of catacombs and caverns far below the surface of the world. If you wish, you can play the Points Match scenarios from White Dwarf 288 (or any other scenarios) within Moria. If you do so, the following special rules can be used — roll one D6 on the following table to determine which special rules (if any) are to be used each – note that multiple rolls of the same rule do not stack (you could not end up with two sets of Tremors for example). Alternatively, players can agree which of these rules they are using before the game begins.

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<td>Ancestral Realm of the Dwarves</td>
</tr>
<tr>
<td>4</td>
<td>Crumbling Realm</td>
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Unnatural Darkness, Moria is often covered in a pall of darkness that the sun cannot pierce. At the start of the game, roll on the Gloom chart to determine the level of visibility.

The Mines are no Place for a Pony. Though there are many places a horse can enter Moria, steeds dislike being underground and become very difficult to control. All cavalry models must take a Courage test at the start of each of their Move phases as if they were ‘All on their own’. Of course, flying creatures, such as Fell Beasts and Eagles, will not enter Moria and may not be fielded in a battle taking place there.

Ancient Seat of the Dwarves. All Dwarves hold some hope of one day reclaiming Moria and so no Dwarf will willingly flee a battle in the ancient seat of the Dwarven kings — some places are held in greater reverence than others, and this is such a place. All Dwarves may re-roll any failed Courage tests they are called upon to take in this game as they fight for more than just survival, but the restoration of their past glories. Conversely, Elves have ever been wary of the black pit of Moria and the horrors that lurk in its depths — all Elves must re-roll successful Courage tests.

Crumbling Realm. Though once well tended, most of these stairways have since fallen into disrepair and are now treacherous. If a fight occurs on a bridge, stairway or beside a precipitous drop there is a chance that the combatants may lose their footing. At the start of the Fight phase the controlling player rolls a D6 for each of his models in such a fight. On the roll of a 1-3, the model loses its balance and falls from the nearest edge of the stairway or bridge. Any models affected in this way suffer damage if they fall a distance greater than twice their height as described in The Return of The Ring rules manual.

Tremors. This part of Moria is prone to groundquakes, either due to tectonic movements or subsidence in the caves below. To represent this, whenever players are tied in the Priority roll an earthquake has struck — all models on the board are immediately knocked to the ground. Models with a Strength of 6 or greater are only knocked to the ground if the roll for Priority was 4+.

Gloom Chart

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Following on from last month’s introduction of the inhabitants of Mirkwood, Mat Ward returns with a look at the forest of Mirkwood itself.

In the heart of the land of Rhovanion lies the forest of Mirkwood. Indeed, to a very great extent, Mirkwood is the land of Rhovanion, for its massive presence dominates the plains and hills that surround it. In the closing years of the Third Age, Mirkwood, as its name would suggest, is a gloomy and haunted place that only few would dare enter. Spiders of immense size and appetite spin vast webs between the moss-coated trees, wargs prowl through the leafy glades and, in the darkest depths, foul creatures yet wait to ensnare the unwary.

It was not always so, and in the early years of the world, the forest was a very different place. In those times, Greenwood the Great was its name. Beneath its canopy, one of the largest of all the Elf-realms thrived and traded with the nearby realms of Men and Dwarves. Though their king, Thranduil, had pride enough to rival the great Noldorin kings of old, for the most part they lived in peace with their neighbours, for it was not just Elves that lived beneath the trees. Small communities of Men dwelt upon the borders of the wood, the noble houses of Rhovanion from which the people of Rohan would be born. Alas, in the middle years of the Third Age, these happy days came forever to an end when Sauron took up abode in the south of the forest.

Seeking a haven from where he could recover and rebuild his strength, Sauron constructed the fortress of Dol Guldur in the southern reaches of the forest. Though he took great care to prevent the Wise from learning of his survival, evil things were ever drawn to the Lord of the Rings. Slowly, but inexorably, his taint began to fall upon the forest. Malign spirits began to gather about the tower of Dol Guldur and Orcs, hunted by the Rohirrim in the plains to the south, began to venture under the shade of the trees. Little by little, the forest itself became corrupt and befouled. The spirits of the trees, once peaceful, in the south became spiteful and bitter. As the blight grew, the Wise became ever more concerned, and though they knew Dol Guldur to be the source of this corruption, they were unaware that Sauron still lived within its walls. Instead, the ruler of Dol Guldur became known as the Necromancer, and it was not until Gandalf the Grey passed into its dungeons that Sauron’s identity was revealed.

Upon discovering that the Dark Lord still lived, Gandalf argued for the assemblage of the Wise, the White Council, to assail him and drive him from his lair before his strength could be fully recovered.

In this he was opposed by Saruman the White, then apparently still true to his task in Middle-earth, who argued for patience and caution.

In time Gandalf prevailed, and the White Council stormed Dol Guldur, driving the Lord of the Rings before them, but the fortress remained, and so did its taint on the forest about it.

For the remainder of the Third Age, the site remained an evil place and chief stronghold of the great enemy.

Though Sauron had fled, returning to the land of Mordor, Dol Guldur’s armies slowly grew ever more, watched over by the Nazgûl whose power was second only to that of the Witch-king, Khamûl the Easterling.

It was not until the final defeat of Sauron that his touch fell from Mirkwood. A force of Elves out of Lothlórien, led by Celeborn and Galadriel, routed the defenders and smote the corrupted tower’s ruin upon the black earth.
PLAYING SCENARIOS IN MIRKWOOD

Touched by darkness, Mirkwood is an intimidating site for a battle. If you wish, you can play the Points Match scenarios (from White Dwarf 288) beneath the canopies of Mirkwood. If you do so, the following special rules can be used – roll one D6 on the following table to determine which special rules (if any) are to be used – note that multiple rolls of the same rule do not stack (you could not end up with two sets of Spiders! for example). Alternatively, players can agree which of these rules they are using before the game begins.

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</tr>
<tr>
<td>2</td>
<td>The Enchanted River</td>
</tr>
<tr>
<td>3</td>
<td>The Shadow is Strong</td>
</tr>
<tr>
<td>4</td>
<td>Tangled Undergrowth</td>
</tr>
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<td>5</td>
<td>Unfriendly Eyes</td>
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**Spiders!** Kin to Shelob and Ungoliant, the spiders of Mirkwood are smaller but no less cunning than their forebears. Avoiding direct confrontation with their prey, they spin great webs from tree to tree, returning to devour any that they ensnare. During the Priority phase, each player rolls a dice for each of his models that are within 17/2cm of a tree. On the roll of a 1, the model has been caught in a web and may take no further action until they escape. Models caught in webs count as having a Fight value of 1 and roll only a single dice in combat – if they win, they may not strike. They always count as trapped. At the end of the Fight phase, webbed models may roll one dice for each Attack on their profile. Friendly models in base contact, who have not fought in a combat that turn, may attempt to assist them – roll an additional D6 for each attack from friendly models. If one or more 6s is rolled, then the victim has escaped from the web and may move normally next turn (provided, of course, that they do not get caught up within the web again in the following Priority phase!).

**The Enchanted River.** In the northern part of Mirkwood, a small river flows through the trees. Though it appears to be an ordinary river, its waters contain a powerful enchantment, capable of putting mortal creatures to sleep if they drink too much as a single drink. Place a river no more than 27/4cm wide on the board, running from the centre of one short table edge to the other. This river can be jumped across, as described in the main rules, but any model entering the river for any reason is instantly paralysed and their body drifts to the nearest bank by the shortest route. Paralysed models are knocked to the ground and may do nothing until they recover. If engaged in combat, the model automatically loses and counts as trapped. At the end of the Fight phase, the controlling player may roll a D6 for each paralysed model. On the roll of a 6, the model recovers and may immediately stand up. Friendly models in base contact that spend the Fight phase doing nothing else may attempt to rouse the model, in which case, the controlling player rolls an extra D6 for each model attempting to assist.

**The Shadow is Strong.** Sauron’s presence is all too noticeable in this part of the wood, giving heart to evil creatures and uncertainty to the Free Peoples. All evil models may re-roll any failed Courage tests they are called upon to take in this game as they feel their master’s will spurring them on. Conversely, Good models have every reason to question their own resolve – all Good models must re-roll successful Courage tests.

**Tangled Undergrowth.** This area of Mirkwood is a mess of tangled briars and thorns, making progress incredibly difficult. To represent this, the entire board counts as difficult terrain. Note that it also counts as woodland terrain, so Wood Elves and Ents may still move without penalty.

**Unfriendly Eyes.** The Elves of Mirkwood are fiercely territorial and do not take kindly to the presence of intruders. Whenever the roll for Priority is drawn, the Wood Elves have taken exception to the combatants and fire a shot at one of them. The player who loses Priority may choose one of his opponent’s models. That model takes an automatic Strength 3 hit, exactly as if it has been shot at by an Elv bow.
WAR IN MIDDLE-EARTH: HARAD

Fighting battles in Harad, by Mat Ward

The harsh, uncompromising attitude of the Haradrim mirrors the lands of their origin. The land of Harad is not a place where any should tread lightly. Its arid, barren wastelands have been the death of many.

The land known to most as Harad lies upon the southern border of Gondor. Only along the mighty rivers, and the shores of the Great Sea, can fertile ground be sought for leagues and leagues of rock-strewn savannah stretch as far as the eye can see in almost every other corner of the realm. In contrast to the fertile lands of Gondor’s southern fiefs and the rugged but bountiful plains of neighbouring Khand, Harad can seem a desperately bleak place to outsiders.

Nonetheless, swathes of green fields can be found along the mighty rivers that pierce the Harad landscape, producing enough food to feed and sustain Harad’s population.

In name, at least, Harad is currently ruled from an ancient city nestled within the bay of Umbar. This once Númenórean haven has seen a great deal of history pass within and without its walls, much of it bloody and sorrowful. The scars of time can be plainly seen on the buildings of the city’s old quarter, where Númenórean craftsmanship has been patched with later, less skilled Haradrim masonry, giving the city a unique, if confused, appearance. With its safe harbourage and commanding coastal position, Umbar has long been the power in the surrounding waters. As a result of this, its name has become synonymous with raids and terror in the surrounding lands, so much so that it is now known only as the City of the Corsairs in lands far and wide. Harad’s former capital, the great temple-city of Kárma, was ruined long ago in what was anything but Gondor’s finest hour, when the soldiers of Minas Tirith sacked it following a great victory. Anything of value, they took; anything that would burn, was fired. Kárma was left a blood-soaked ruin, heavy with the sins of the past and the voices of the dead. Wise men go there not.

A meeting of two mighty roads occurs in almost the exact geographical centre of Harad. One, the Harad road, travels north and south from that point, eventually reaching the shattered gates of Ogliath in the north and vanishing deep within the lands of the Mahûd to the south.

The second, and far more frequently travelled route, the Amrûn road, begins its seemingly endless journey in Umbar’s Corsair City, before skirting the north edge of the Nâfarat, the Great Desert of Harad, and thence into the rival kingdom of Khand. Sitting at the junction of these two roads, growing fat from the profits of the trade that flows past its gates, is the city of Abrâlân. Compared to the poorer towns in Harad, Abrakân is a luxuriant place, though it remains well-fortified – a lesson learnt centuries before when a Khandish raid laid the town waste. Its marbled palaces and golden gates are bought with the wealth accrued by its unique trading position, for where else can wanderers from all parts of the compass meet and trade?

South of Abrâlân lies the only true desert of Harad, the Nâfarat, its shimmering, alabaster sands stretching east into Khand and south to the hills around Hidar, the southernmost of Harad’s great cities. In truth, much of the Nâfarat lies within the borders of Khand, but few Khandish kings have wished to spill their followers’ blood in a war of reclamation fought over such a worthless place. The Nâfarat is a quiet place, for even the local Haradrim tribes largely shun this inhospitable wasteland.

Even so, at least one group of tribesmen choose to make their home within its borders, exploring the ancient ruins that are hidden amongst the desert sands, trading their findings for food and water. Such exploits are not without risk, for remnants of the evil that once claimed the ruined ziggurats still remain within their walls, hungry for the warmth of the living.
Playing Scenarios in Harad

The land of Harad is a daunting place for any army to consider campaigning. If you wish, you can play The Return of The King Points Match scenarios in Harad. If you do so, the following special rules can be used. Roll one D6 on the following table to determine which special rules (if any) are to be used. Note that multiple rolls of the same rule do not stack. Alternatively, players can agree which of these rules they are using before the game begins.

1 - Unstable Footing
2 - Sandstorm
3 - Wild Mûmak
4 - Baking Sun
5 - The Shadow of Kûrîn
6 - Roll twice on this table

Unstable Footing. The soil of the battlefield, like much of the ground in Harad, is composed of loose, sandy soil and so is less than stable underfoot. This is not so much of a problem for the relatively unencumbered, but can prove difficult for the heavily burdened.

Sandstorm. In the desert there is a chance that a sandstorm will whip up, filling the air with fast-moving, razor-sharp sand. If the Priority roll is ever drawn on the roll of 5 or 6, a sandstorm sweeps the battlefield. Each time a model moves in a sandstorm the controlling player must roll a D6 if the result is higher than the model’s Strength, the model may not move that turn. No missile weapons of any kind may be fired in a sandstorm, though spells may still be cast as normal. The sandstorm automatically dies away at the end of the turn.

Wild Mûmak. Between the opposing forces is a wild Mûmak, a crazed and dangerous beast that has lost its handlers to misfortune or war. This model is placed in the centre of the board before any other models are deployed. The Mûmak is under the control of the Evil player, and follows all the normal rules for Mûmak movement, stampeding and combat. However, there is no Commander or Mahôd controlling the beast, so each turn it will need to pass a courage test or stampede in the normal way.

Blazing Sun. For this scenario, the sun is beating down mercilessly on the combatants, dazzling their eyes and exhausting them with its heat. If the Priority roll is ever drawn on the roll of a 1 on a D6 (Fate may be used to save against this). Deduct 1 from the roll if the model is wearing heavy armour (including Dwarf heavy armour) or carrying a shield, or 2 from the roll if they are equipped with both.

The Shadow of Kûrîn. This battle takes place close enough to Kûrîn for the invasive evil of that place to cast a shadow over the combatants. So oppressive is the feeling of unease that all Courage tests taken during this scenario are made on three dice, with the highest dice score being discarded.
RIVER ASSAULT RULES

A rules supplement for The Lord of The Rings

The Lord of The Rings is a game that enables you to customise your own ideas for various situations and scenarios. Mat Ward shows what’s possible with rules for playing on the open water.

DEEP OR SHALLOW?
The following rules are normally only used on deep water – for example a river or lake. Generally speaking, if a scenario describes a water terrain feature as being impassable (rather than difficult terrain) then these rules are suitable – although players should always agree terrain before a game begins.

DRIFT
There is an element of drift in all nautical departures, whether from wind, current, tides, or simply the flow of the river. At the start of the game, players should determine the rate and direction of Drift in the river or sea. Players are free to decide upon the amount and direction of Drift (if any), but generally speaking it is a good idea for Drift to be either D3"/D6cm (a slow flowing, but still strong, river) or D6"/2D6cm (a fast flowing river). During the Priority phase, but before Priority has been determined, each model (including boats) moves in the direction and speed of the Drift (see right). If a model or boat Drifts into another model, boat or terrain feature, treat it just like a collision.

BOATS
These rules are designed for small boats and rafts between 4"/10cm and 12"/30cm in length. Larger vessels, such as the ships of the Corsairs of Umbar, are considerably bigger and not entirely suited to these rules.

On a fast river, the boat drifts 1D6'2D6cm in the direction of the current.

Boats are always deemed under the control of the player with the greatest number of models touching either the sails or the oars of the boat. Models that are lying down or incapacitated for any reason (as the result of a Paralyse spell, for example) do not count for the purpose of determining control. Models with a Strength of 6 or greater count as three models for the purposes of determining control. If both players have an equal number of models, touching either the sails or the oars of the boat, then either player can move the boat (although it will still Drift).

Moving Within The Boat
Models may move around the boat freely in accordance with the normal rules. Depending on the size and construction of your boats, there may be various obstacles or even areas of difficult terrain – as normal, agree these with your opponent before the game.

Moving The Boat
The controlling player may assign any number of his models within the boat to propel it (either using oars or any sails the craft may have) at the start of his Move phase. Boats may only move on deep water. Any number of warriors may propel the