

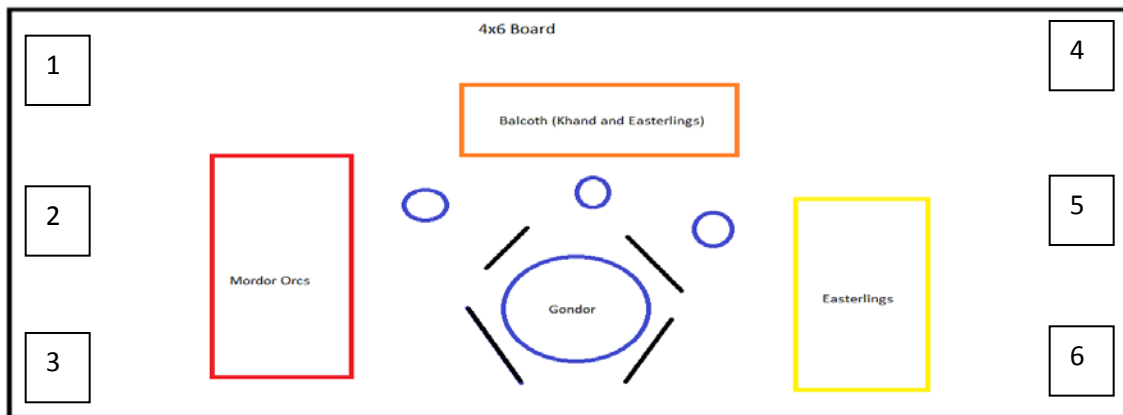
Battle of the Fields of Celebrant

The Battle of the Fields of Celebrant took place centuries before the War of the Ring. During the battle, a war weary Gondor, under its steward Cirion, were beset by the fierce Easterlings known as the Balchoth. This fierce army of Eastern raiders pressed their advantage against a greatly weakened Gondor, having already overrun most of the Wilderland and pushed the Gondorians to the limits of their realm. Gondor had no allies left east of Anduin, and against hope they sent the Red Arrow north to the Éothéod, fierce Middle Men and ancient allies of Gondor. However, months went by and no reply came....

In 2510 the Balchoth crossed Anduin at numerous points, passing into the Wold in the north of the Gondorian province of Calenardhon. They met little resistance as Calenardhon had been mostly abandoned long before, and by the time the North Army of Gondor appeared from the fortresses of Isengard, Aglarond and other fortresses in the White Mountains, the bulk of the Balchoth army had crossed. The North Army counter-attacked, and was driven into the Wold, cut off from the later reinforcements by the Balchoth host. By the time the South Army appeared, the North Army had come under attack by an orc warband which by chance or design had descended from the mountains, and the Dúnedain were backed against the river in a hopeless situation.

At this time the Éothéod under their leader Eorl the Young suddenly appeared, unexpected by friend or foe. The Red Arrow had indeed found its mark! The Éothéod crossed the Anduin at the Undeeps of the river, and crashed into the rearguard of the Balchoth with a fury unseen for an age. The Balchoth were completely defeated and the Gondorian armies, and their ruling Steward, saved from a grisly fate. The Éothéod continued their foray into northern Gondor, scattering and destroying all the Balchoth in Calenardhon.

Layout



The Scenario is played on a 4x6 board. Most of the area is flat with some trees and defensive terrain in the southern middle area.

Forces

The Easterlings

Amdur

Dragon Knight

War Priest

3 Captains

30 Easterling Warriors

15 Easterling Kataphracts

The Balcoth – 500pts

Khandish King in Chariot
3 Khandish Chariots
12 Khandish Warriors
24 Mordor Orcs

The Army of Gondor

The Steward's Guard

Cirion, Steward of Gondor (King of Men profile with Heavy Armor and Shield)
Minas Tirith Captain with Shield
12 Fountain Court Guard with Shield
12 Rangers of Gondor with Spear
4 Warriors of Minas Tirith (1 with Banner, 3 with Shield)

The Scouts

3 x Minas Tirith Captain leading 4 Warriors of Minas Tirith with Shield

Eorl's Eotheid – 1000pts

Eorl the Young
5 Rohan Captains
60 Riders of Rohan
6 Sons of Eorl
6 Rohan Royal Knights

Starting Positions

Deploy Cirion in the center of the defensive area marked in blue on the map. All of his forces are deployed within 12" of him. Deploy the 3 groups of Gondor scouts (1 Captain and 4 Warriors) outside of the armored encampment, 18" away from Cirion.

The Easterling and Balcoth Forces starts at the center line across from Cirion's armored encampment.

The Rohan army does not start on the field.

Objectives

The Evil side wins if Cirion is slain. The Good side wins if the evil forces are all brought to 25%.

Special Rules:

All Hope is Lost! No One will come. Until Rohan's forces show up, the Gondor army is considered to be broken. Cirion will never leave the battlefield for failing any Courage test he has to take for being broken. However, he must still roll for courage- if he passes he will Stand Fast! as normal, if he fails his army will not benefit from his Stand Fast!.

Fortified Camp: Cirion's camp has been well fortified for his last stand. The area inside of Cirion's Fortified Encampment counts as difficult terrain for cavalry.

The Red Arrow. At the beginning of the 4th turn, before priority is rolled, roll a dice. On a 4+ the Rohan has arrived. If they do not come, continue to roll every turn adding +1 to your role until they arrive. When the Rohan army arrives, roll a dice for every warband, and deploy them along the corresponding point of the battlefield up to 6" from that point.

Over 7000 Riders! Every Rohan model that is slain (except for Eorl the Young) is instead placed to the side as reinforcements. At the beginning of the next Good Player's turn, roll a dice for each slain Rohan model and move them onto the board from their corresponding number on the map