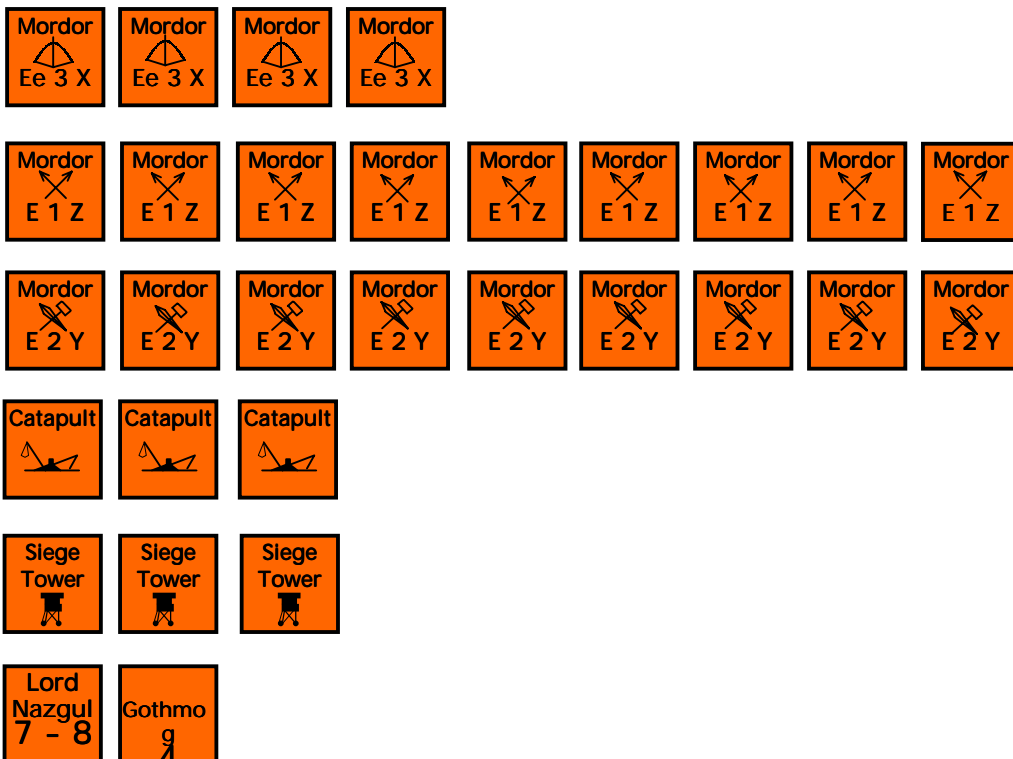
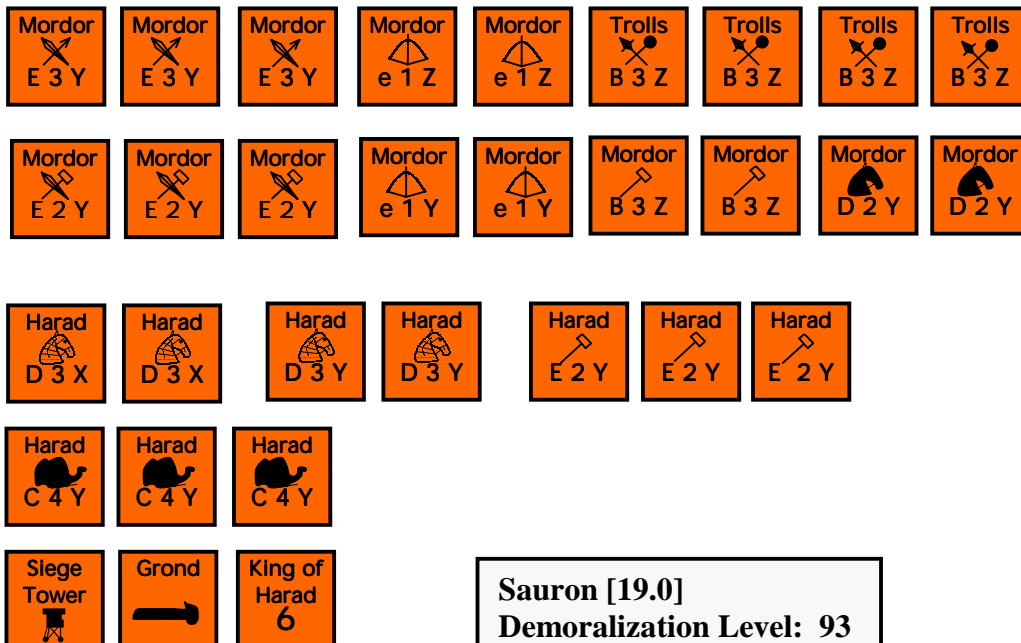


Sauron Initial Forces: Within four hexes of Eastern map edge



Sauron Reinforcements: Turn 2 - within two hexes of 2124



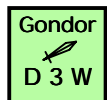
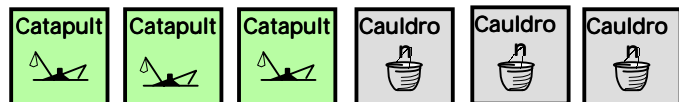
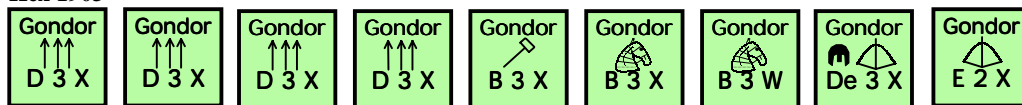
Sauron [19.0]
Demoralization Level: 93
 A = 5
 B = 4 W = 4
 C = 3 X = 3
 D = 2 Y = 2
 E = 1 Z = 1
 e = 1

Sequence Of Play

- A. *Magic Leaders Movement Phase*
 Westernese may move or cast spells
 Sauron may move or cast spells
- B. *Sauron Siege Phase*
 Siege units engage in siege combat
- C. *Sauron Rally Phase*
 Units adjacent to Leaders rally
- D. *Sauron Movement Phase*
 Units and Leaders may move
- E. *Sauron Combat Phase*
 Missile Combat
 Leader Combat
 Melee Combat
- F. *Magic Leaders Movement Phase*
 Sauron may move or cast spells
 Westernese may move or cast spells
- G. *Westernese Siege Phase*
 Siege units engage in siege combat
- H. *Westernese Rally Phase*
 Units adjacent to leaders rally
- I. *Westernese Movement Phase*
 Units and Leaders may move
- J. *Westernese Combat Phase*
 Missile Combat
 Leader Combat
 Melee Combat
- K. *Advance Turn Marker; Start at A*

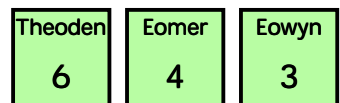
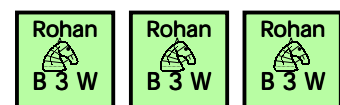
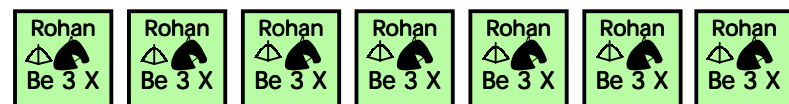
Westernese Initial Forces - Anywhere inside Minas Tirith or within 2 hexes of w

Hex 1903

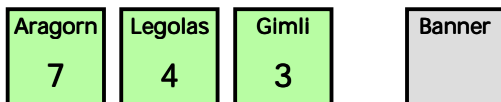
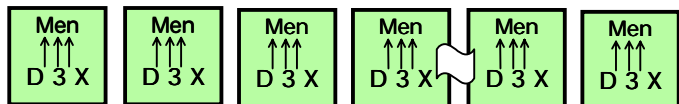


Garrison [19.0]
Demoralization Level: 36
 A = 5
 B = 4 W = 4
 C = 3 X = 3
 D = 2 Y = 2
 E = 1 Z = 1
 e = 1

Westernese Reinforcements - Turn 5+ on a roll of 5-6 along Northern map edge



Westernese Reinforcements - Turn 10 along Southern map edge



Reinforcements [19.0]
Demoralization Level: 76
 A = 5
 B = 4 W = 4
 C = 3 X = 3
 D = 2 Y = 2
 E = 1 Z = 1
 e = 1

Sequence Of Play

A. Magic Leaders Movement Phase

Westernese may move or cast spells
 Sauron may move or cast spells

B. Sauron Siege Phase

Siege units engage in siege combat

C. Sauron Rally Phase

Units adjacent to Leaders rally

D. Sauron Movement Phase

Units and Leaders may move

E. Sauron Combat Phase

Missile Combat
 Leader Combat
 Melee Combat

F. Magic Leaders Movement Phase

Sauron may move or cast spells
 Westernese may move or cast spells

G. Westernese Siege Phase

Siege units engage in siege combat

H. Westernese Rally Phase

Units adjacent to leaders rally

I. Westernese Movement Phase

Units and Leaders may move

J. Westernese Combat Phase

Missile Combat
 Leader Combat
 Melee Combat

K. Advance Turn Marker; Start at A

<i>DIE</i>	+4	+3	+2	+1	+0	-1	-2	-3	-4
1	Ar ₂	Ar ₂	A ^{1/2} e	A ^{1/2} e	A ^{1/2} e	A ^{1/2} e	A ^{1/2} e	A ^{1/2} e	Ae
2	Dr ₂	Ar ₂	Ar ₂	Ar ₂	Ar ₂	A ^{1/2} e	A ^{1/2} e	A ^{1/2} e	A ^{1/2} e
3	Dr ₂	Dr ₂	Dr ₂	-	-	Ar ₂	Ar ₂	Ar ₂	A ^{1/2} e
4	D ^{1/2} e	Dr ₂	Dr ₂	Dr ₂	-	-	Ar ₂	Ar ₂	Ar ₂
5	D ^{1/2} e	D ^{1/2} e	D ^{1/2} e	D ^{1/2} e	Dr ₂	Dr ₂	Dr ₂	Dr ₂	Ar ₂
6	De	D ^{1/2} e	D ^{1/2} e	D ^{1/2} e	D ^{1/2} e	D ^{1/2} e	D ^{1/2} e	Dr ₂	Dr ₂