

# OVERALL TACTICS AND STRATEGY

Each LOTR TMG set has captured our hearts and imagination while bringing the big screen to the tabletop and perhaps none more so than the final release – Return of the King. Welcome to our realm, where 82 new figures will add excitement and challenges for even the most seasoned players. As the story of Middle Earth unfolds, the forces of good and evil have gathered all of their strength to do battle once more...and this time, both sides mean business.

If you like to play evil, then your heart will flutter when you feast your eyes on this set. The Corsairs have come and they are planning widespread destruction. They boast some very hard hitting archery abilities balanced by short range and the Captain is an economical choice for any battle. The rest of the heroes from this set also invoke fear. Despite not having many battle chain abilities, their low cost more than makes up for any shortcomings. The evil fun doesn't stop there! A host of Haradrim and Warg Riders boast both speed and charging power. Probably the best minion of all, Mordor has bred a new Uruk-Hai who will surely find his way into most every evil army.

The forces of good will not fall easily before the darkness. Aragorn has returned and with his 8 mounted attacks he is planning on disposing of some orc scum. He doesn't have to fight alone, there is also an Eowyn with Merry mounted figure to add to the charge. The minions from this set represent the battle-hardened forces of both Rohan and Gondor. The Knights of Minas Tirith will invoke their will on the enemy with their 4 wounds and armor. However they don't have to go it alone. Proudly joining them will be the Mounted Rohirrim Royal Guard. The good guys also get some strong and deadly archery figures in the Rohirrim Bowman.

As is customary, we've saved the best for last. There is a new element to the game, one that has crept and sneaked his way into our hearts on the big screen. Gollum/Smeagol makes his debut with some new and interesting rules regarding his deployment. Although Gollum/Smeagol fights for the side of good – and fights well – his available abilities will be determined in the strategy phase, so the bearer of the ring will never exactly know whether Gollum will be raging into battle or if the more diminutive Smeagol will be present as a protector. Either way the new uncertainty is guaranteed to be a blast!



**Sabertooth  
Games**

THE  
LORD OF THE RINGS  
TRADEABLE MINIATURES GAME



NEW LINE CINEMA  
A Time Warner Company



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