

RIDE OUT

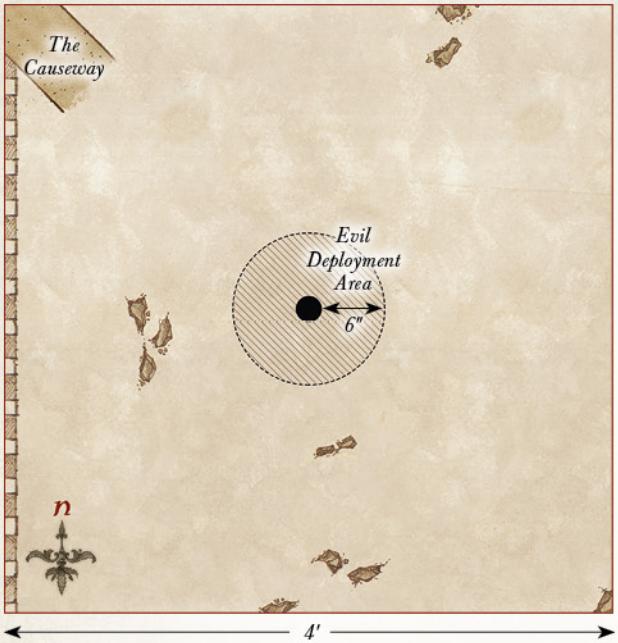
The forces of Isengard have swarmed through Helm's Deep; their path of devastation has left naught but destruction and death in their wake, and those that still stand against them have been forced back into the keep. Within the walls of the throne room, Théoden begins to realise that the battle is almost lost. How can those that remain hope to fend off such reckless hate in order to survive?

Yet all is not lost. As dawn begins to break and the morning sun begins to filter through the windows of the keep, Aragorn remembers Gandalf's words to him and reminds the king that his men have died valiantly defending the fortress. Together Aragorn and Théoden hatch a plan to ride out against the forces of Saruman in one final attempt to force the Uruk-hai backwards.

They are aware that failure is not an option; it will be death or glory.

Théoden and his allies prepare themselves, mounting their steeds and waiting to charge. As soon as the doors to the keep are splintered, Gimli sounds the Horn of the Hammerhand and Théoden leads those that remain in a charge against the Uruk-hai. With little thought for their own safety, the remaining defenders of Helm's Deep continue their charge all the way through the fortress, and onto the causeway. Though they are few, if they can slay enough of the Uruk-hai then they may be able to rout them and win the day.





LAYOUT

The board represents the edge of the causeway and the land outside the fortress of Helm's Deep, as such the board should be relatively clear. The causeway should extend out 6" from the centre of the north-west corner of the board. The western board edge represents the walls of Helm's Deep.

STARTING POSITIONS

The Good player deploys all of their models on the causeway. The Evil player then deploys all of their models within 6" of the centre of the board.

OBJECTIVES

This is the final gambit of Théoden and his followers; they will either kill enough Uruk-hai to rout the enemy, or die in the attempt.

The game lasts until one player's force is wiped out, at which point the other player is the winner.

SPECIAL RULES

For Death or Glory – *Knowing that this may be their final stand, the defenders of Helm's Deep fight with renewed strength in order to try to claim victory.*

Friendly **Cavalry** models gain a bonus of +1 Strength on a turn in which they charged.

PARTICIPANTS

Good: Aragorn – Strider with armour and horse; Legolas Greenleaf with armour and horse; Théoden, King of Rohan with armoured horse, heavy armour and shield; Gamling, Captain of Rohan, with horse and Royal Standard of Rohan; 4 Rohan Royal Guard with horse and throwing spears

Evil: 3 Uruk-hai Captains with shield; 20 Uruk-hai Warriors: 10 with shield, 10 with pike.

