

# WARG ATTACK

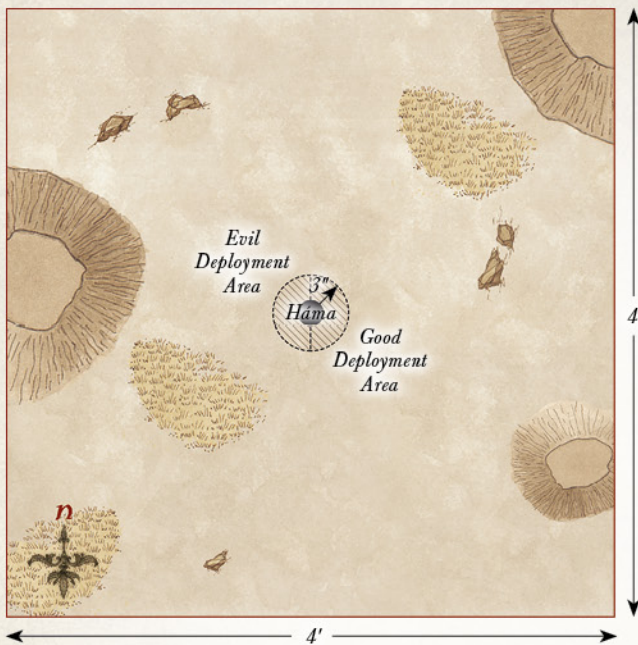
**G**andalf's revelation that Saruman is raising an army to destroy Rohan and its people forces Théoden to take drastic action. Though instead of facing the armies of Isengard head-on, as urged to by Aragorn, the king opts to leave Edoras and make for the sanctuary of Helm's Deep. Sending out orders for the city to be emptied, Théoden leads his people across Rohan and towards the mountain fortress.

Yet Saruman has anticipated the king's plans and, sensing that the Rohirrim will be more vulnerable on the road, has sent out his Warg Riders to intercept them. As the wolves of Isengard track their prey, they happen upon an opportunity to catch the king's scouts unprepared. From atop a rocky outcrop, Saruman's Warg Riders pounce upon Gamling and Háma, catching them unawares and bowling Háma to the floor.

The sudden attack heralds the arrival of Sharku and his Warg Riders, and forces the Rohirrim into a skirmish they are unprepared for. Théoden must lead those around him against the riders of Isengard and drive them off before they can reach his people. However, should the Wargs bring down Rohan's leaders, then its people will be all the easier to pick off later.







### LAYOUT

The board represents the hills and plains the Rohirrim travel across on their way to Helm's Deep and, as such, should have a few hills, rocky outcrops and hedges dotted around.

### STARTING POSITIONS

The Good player deploys Háma in the centre of the board, and then deploys Gamling within 3" of Háma in the eastern board half. The Evil player deploys the Orc Captain and two Warg Riders of their choice within 3" of Háma in the western board half. All other models are kept aside for later in the game.

### OBJECTIVES

Théoden commands his men to protect his people from the attack of the Warg Riders, who have been sent to kill as many of the Rohirrim and their leaders as they can. The game lasts for 12 turns. The Evil player wins if they can slay any three Good **Hero** models. The Good player wins if they can prevent this.

### SPECIAL RULES

**Surprise Attack** – *The Wargs have caught the Rohirrim unawares, pouncing upon them without warning.*

The Evil player automatically has Priority on the first turn of the game, and the Good player may not declare any Heroic Actions in the first turn of the game. Additionally, Evil **Cavalry** models gain a bonus of +1 to their Fight value in a turn in which they Charge.

**Háma** – *Having been knocked from his horse by the Warg Riders, Háma is floored and at the mercy of the beasts.*

Háma starts the game Prone and with only a single point of Might.

**To Battle!** – *Both sides are riding to battle with each other, making haste to the aid of their scouts and to engage the enemy.*

At the end of each player's Move phase, they roll a D6 for each model not currently on the board. On a 3+ that model may enter the board. Good models enter from any point on the eastern board edge; Evil models enter from any point on the western board edge.

**Gimli** – *Unable to ride into battle on his own, Gimli joins Legolas on his steed as they head into the fray.*

Gimli starts the game as a passenger on Legolas' horse.

### PARTICIPANTS

**Good:** Théoden, King of Rohan with horse; Aragorn – Strider with horse; Legolas Greenleaf with horse; Gimli, son of Glóin; Gamling, Captain of Rohan with horse; Háma, Captain of Rohan; 6 Riders of Rohan: 2 with shield, 2 with throwing spear, 2 with no additional equipment.

**Evil:** Sharku with Warg; Orc Captain on Warg; 18 Warg Riders: 6 with shield, 6 with Orc bow, 6 with throwing spear.

