

# CHARGE OF THE ROHIRRIM

**U**pon the fields of Pelennor, the siege of Minas Tirith is well underway; hordes of Orcs and Trolls spill through the gates and over the walls of the city and have begun to raze it to the ground. Even as the city is ablaze, and its people are slaughtered in the streets, countless more of Sauron's minions march upon it. Yet, even as the situation looks hopeless, help is at hand for the people of Gondor.

As dawn breaks, the sound of horns can be heard calling out across the brisk morning air, a sound that heralds the arrival of the Riders of Rohan. At the head of the thousands of Men and horses atop the hills overlooking the Pelennor stands Théoden, King of Rohan. With a rousing speech that would inspire even the most craven heart, Théoden leads the charge towards the ranks of Orcs that are arrayed on the ground before them.

Following the lead of their king, the Rohirrim charge towards their foes without hesitation or fear. Even as hails of arrows rain down upon them, the Riders of Théoden do not falter as they rapidly close the distance between themselves and the Mordor hosts. The Orcs that oppose them must attempt to weather the oncoming charge, for if they cannot, they will be swept away by its momentum.





### LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

### STARTING POSITIONS

The Evil player deploys their force within 12" of the southern board edge. The Good player then deploys their force within 12" of the northern board edge.

### OBJECTIVES

The Rohirrim have arrived to deliver Minas Tirith from the grip of Mordor; only by routing the Orc hordes can they hope to accomplish this. Gothmog is wise to the plans of Théoden, and knows that without their leaders at the head of their charge, the Rohirrim will surely break.

The Good side wins if they can reduce the Evil force to less than 25% of its starting numbers. The Evil side wins if they can slay both Théoden and Éomer before this can happen. If both sides achieve their objective in the same turn, the game is a draw.

### SPECIAL RULES

**Charge of the Rohirrim** – *Such is the force with which they strike, the Riders of Rohan are capable of sending their foes sprawling to the ground while maintaining the momentum of their charge.*

The Good player always counts as having Priority. Additionally, Good models must always Charge if able to do so.

**Gothmog** – *Though Gothmog fully expects his ranks to outlast and defeat the Rohirrim's charge; the wily Orc is not above falling back to safety if things look precarious.*

After the Evil force has been reduced to less than 50% of their starting models, Gothmog may attempt to escape the battle by exiting the board via the southern board edge. If Gothmog manages to escape in this way, the best result the Good player can achieve is a draw.

### PARTICIPANTS

**Good:** Théoden, King of Rohan, with heavy armour, shield and armoured horse; Éomer, Marshall of the Riddermark, with armoured horse, shield and throwing spears; Dernhelm; Gamling, Captain of Rohan, with horse and Royal Standard of Rohan; Déorwine, Chief of the King's Knights; Elfhelm, Captain of Rohan, with horse; 24 Riders of Rohan: 16 with no additional wargear and 8 with throwing spears.

**Evil:** Gothmog, Lieutenant of Sauron; Gothmog's Enforcer; 2 Morannon Orc Captains with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear.

