

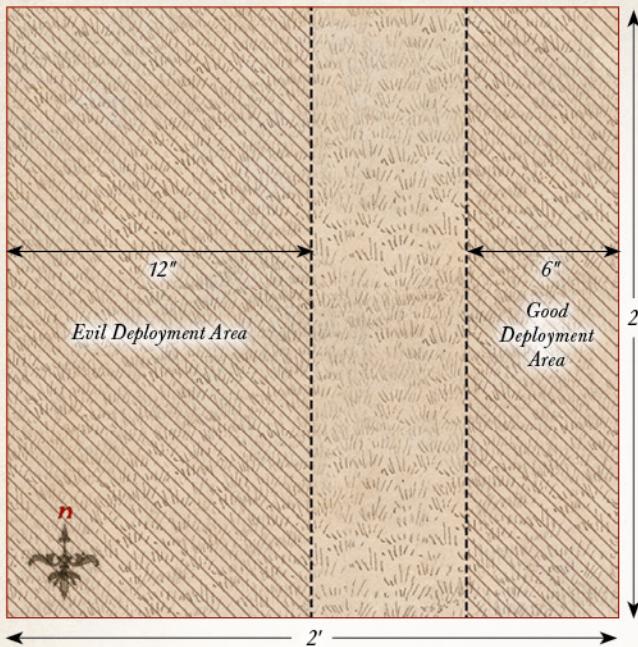
DEATH OF THE KING

With the armies of the Haradrim defeated, and their leaders slain, the remaining Rohirrim rejoin the fight against the Mordor hordes. Rousing his followers once more, Théoden leads the Riders of Rohan into battle against the forces of the Dark Lord. With their allies still contained in the White City, the armies of Rohan may be their only hope of driving the Orcs from the kingdom of Gondor.

Swords clash against steel as the Men of Rohan engage their Orcish foes, bringing death and ruin upon them. At the head of the Rohirrim's charge, Théoden cuts through ranks of Orcs, Herugrim gleaming in the sun before being plunged through armour and flesh. With the Haradrim routed, and the Orcs seemingly defeated, victory seems to be at hand.

Yet a piercing shriek fills the air as the Lord of the Nazgûl flies towards the battle upon his dread Fell Beast. As the Witch-king of Angmar hurtles towards the King of Rohan, Théoden readies himself to face the deadliest warrior in Sauron's service, knowing full well that he will either stand victorious, or perish.





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 the Orcs within 12" of the western board edge. The Good player then deploys their models anywhere within 6" of the eastern board edge. The Witch-king is kept to one side for later in the game.

OBJECTIVES

Théoden must face a foe more skilled and deadly than any he has faced before; he must either slay the Witch-king or die in the attempt.

The game lasts until the end of a turn in which either Théoden or the Witch-king has been slain. The Good player wins if the Witch-king has been slain, whilst the Evil player wins if Théoden has been slain. If both the Witch-king and Théoden have been killed then the game is a draw.

SPECIAL RULES

The Witch-king's Arrival – The Witch-king has spent much of the battle circling over Minas Tirith and combating Gandalf upon the ramparts; only the sound of the horns of Rohan has alerted the Witch-king to the Rohirrim's arrival.

At the end of each game turn, roll a D6 and add the number of the turn you are on. If the total is 7 or more then the Witch-king will arrive next turn. When the Witch-king arrives, he will move onto the board at the end of the Evil player's Move phase from a table edge of the Evil player's choice. The Witch-king may Charge on the turn in which he arrives.

The King of Rohan – This is Théoden's defining moment, one where he must use every ounce of skill he has to emerge victorious.

Each time Théoden slays an enemy model, he may immediately regain a single point of either Might, Will or Fate that was spent earlier in the battle.

PARTICIPANTS

Good: Théoden, King of Rohan, with heavy armour, shield and armoured horse; 12 Riders of Rohan: 8 with no additional wargear and 4 with throwing spears.

Evil: The Witch-king of Angmar with Crown of Morgul, Fell Beast, 2 Might, 14 Will and 2 Fate; Morannon Orc Captain with shield; 12 Morannon Orcs: 3 with shield, 3 with spear, 3 with spear & shield, 3 with no additional wargear.

