

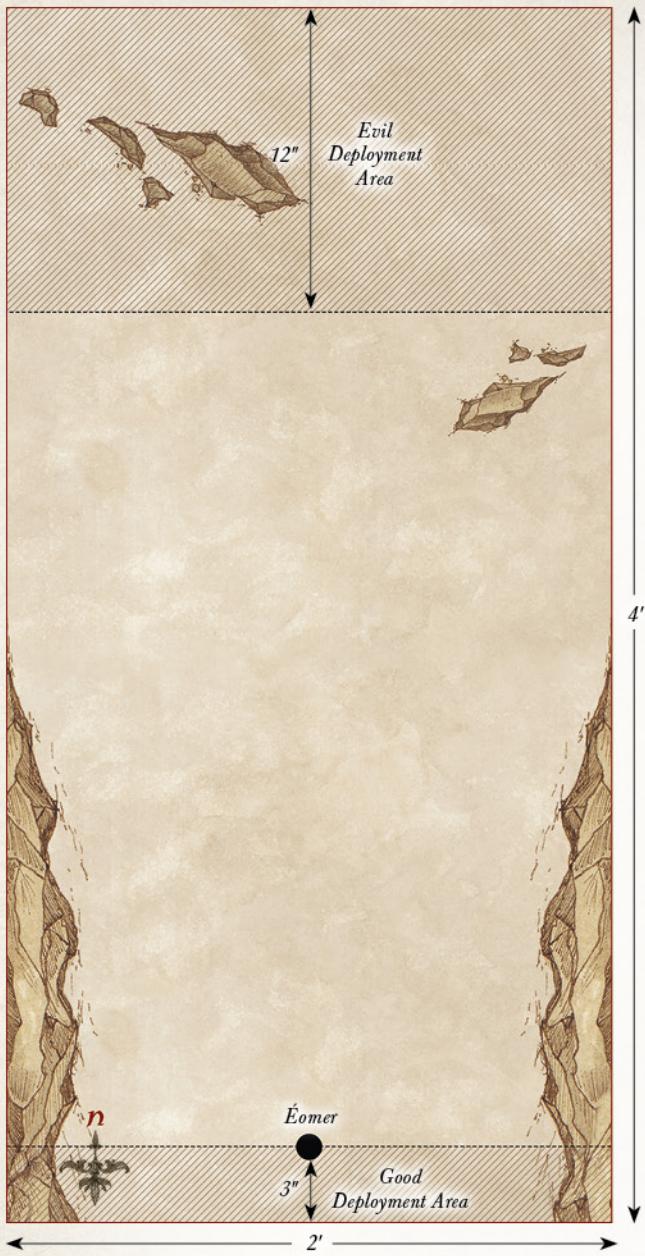
ÉOMER'S RETURN

Having remembered Gandalf's final words before departing Edoras, Aragorn and Théoden have rallied their allies and charged forth from the gates of Helm's Deep. As they continue to fight through ranks of Uruk-hai, dawn begins to break over the valley, and Aragorn and Théoden look to the east where their eyes are met by a welcome sight.

Atop the hills that lead down into the valley, Gandalf can be seen sat atop Shadowfax, and he has not come alone. Éomer also stands beside the White Wizard, who calls his Riders of Rohan to come forth. From the top of the hills Éomer gives a cry of 'To The King!' and leads the charge of the Rohirrim to the side of their liege.

As the riders charge forth, and the Uruk-hai rank up to meet their foes head-on, the sun begins to crest over the hills behind them, flooding into the valley below and blinding the Uruk-hai who now stand between Éomer and his king. Yet the Uruk-hai are numerous, and Éomer, Gandalf and their riders will have to cut a path through them if they are to save the last surviving defenders of Helm's Deep from being slain.





LAYOUT

The board represents the southern hill that forms the valley Helm's Deep resides in, as well as some of the lands outside the fortress. The area within 3" of the eastern and western board edges, in the southern half of the board, are the impassable rock faces that create the path down to the fortress. The northern half of the board is the land outside Helm's Deep and should be relatively barren.

STARTING POSITIONS

The Good player deploys Éomer 3" away from the centre of the southern board edge, and then deploys the rest of their models within 3" of the southern board edge. The Evil player deploys their forces within 12" of the northern board edge.

OBJECTIVES

Éomer has rallied his followers and now rides to the aid of his king. However, a vast horde of Uruk-hai stands between him and Théoden, and so Éomer and his riders will need to kill enough to cause them to rout.

The game lasts until one side has completed their objective. The Good player wins if they can kill 75% of the Evil force. The Evil player wins if they can slay any two of the Good **Hero** models before this can happen. If both players complete their objective in the same turn, the game is a draw.

SPECIAL RULES

To The King! – *With a rousing cry Éomer leads the charge of the Rohirrim as they hurtle towards their foes in defence of their king.*

Friendly **Rohan Cavalry** models within 12" of Éomer gain +1 Strength on a turn in which they Charge.

Look to the Sun – *The arrival of the White Wizard and the Rohirrim brings with it the morning sun, blinding their foes as they charge towards them.*

Once per battle, so long as Gandalf is alive and in your force, you can declare you are using this ability at the start of any friendly Move phase. Until the end of the turn, enemy models that are Engaged with, or supporting a model Engaged with, any friendly **Cavalry** models that made a Charge that turn, suffer a penalty of -1 to their Duel rolls.

PARTICIPANTS

Good: Éomer, Marshall of the Riddermark on horse; Erkenbrand, Captain of Rohan on horse; Gandalf the White on Shadowfax; 24 Riders of Rohan: 8 with throwing spears, 16 with no additional equipment.

Evil: 3 Uruk-hai Captains with shield; 30 Uruk-hai Warriors: 15 with shield, 15 with pike.

