

WAR BEASTS FROM THE SOUTH

The charge of the Rohirrim has plunged far into the ranks of Gothmog's Orcs, inflicting heavy casualties as they drive deep into their foe. Such a devastating charge has shaken the very core of Gothmog's forces, sending hundreds of Orcs fleeing from the battlefield. Yet the battle is far from won.

As the Orcs turn and flee, and the Riders of Rohan begin to celebrate what they believe to be an incredible victory, Théoden sees a new and deadly foe approaching. Sauron has enlisted the service of tribes of Haradrim from the south, and to the Battle of Pelennor Fields they have brought with them their most fearsome weapons of war – the Mûmakil.

Huge, earthshaking strides can be felt as these enormous beasts thunder towards the Rohirrim. Upon their backs are howdahs filled with Haradrim warriors, each armed with bows that the tribal warriors use to loose poisoned arrows at their foes, and their huge, sharpened tusks are fitted with a variety of deadly spikes and other wicked-looking weaponry.

Upon seeing these monsters lumbering towards his people, Théoden orders that the lines be reformed; and upon his command, the Rohirrim charge once more into battle. However, these are not mere Orcs, and it will take far more than a single charge, no matter how brave, to fell these huge beasts. If the Rohirrim cannot slow the relentless strides of the Mûmakil, then the city of Minas Tirith may yet fall.





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 Good player deploys their models anywhere within 12" of the western board edge with Théoden at the point shown. The Evil player then deploys their models within 12" of the eastern board edge.

OBJECTIVES

The Mûmakil are bearing down upon the city of Minas Tirith, with only the Rohirrim standing in their way. Théoden must lead his people against these beasts if they are to save the city.

The game lasts until the Good force has been reduced to 25% of its starting numbers, or the Evil force is wiped out. At the end of the game, if there are no Mûmakil left alive, the Good player is the winner. If there are two or more Mûmakil still in play, then the Evil player is the winner. If there is only one **Mûmak** left alive, the game is a draw.

SPECIAL RULES

Death! – *Such is the bravery that Théoden has inspired in his followers, they will charge into battle without hesitation.*

Good models automatically pass Courage tests to Charge any **Mûmak** models.

The Mûmak War Leader – *At the head of the Haradrim forces, the Mûmak War Leader sits atop his Royal War Mûmak. Should he fall, the rest of the army will begin to falter.*

If the Mûmak War Leader is slain, the best result the Evil 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; Déorwine, Chief of the King's Knights; 24 Riders of Rohan: 16 with no additional wargear and 8 with throwing spears.

Evil: The Mûmak War Leader, with 12 Haradrim Warriors in the Howdah; 2 War Mûmaks of Harad with Mahûd Beastmaster and 12 Haradrim Warriors in the Howdah.

