

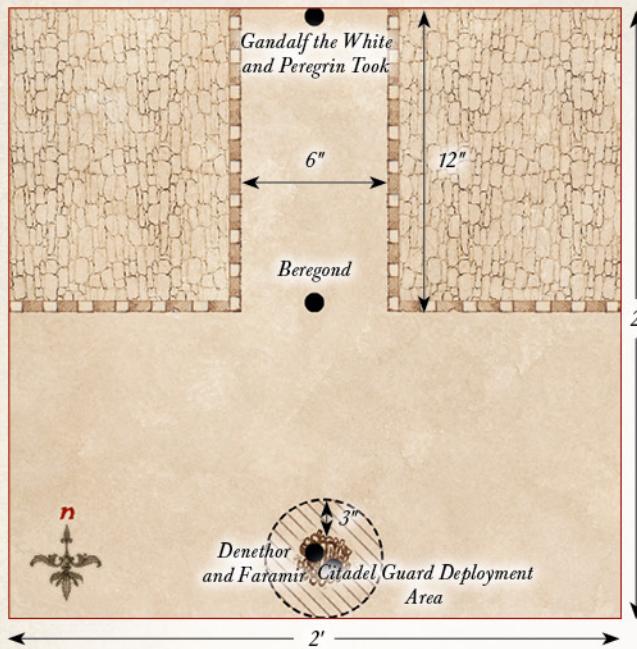
DENETHOR'S MADNESS

Denethor's mind has been fractured by the death of his favoured son, Boromir, and now the threat of war and the apparent loss of his youngest son has driven the Steward to madness. As fighting rages in the lower levels of the city, the lord Denethor makes his way along the Rath Dínen towards the Houses of the Dead, the resting place of the kings of old.

It is within the Houses of the Dead that Denethor plans to burn himself and Faramir upon a funeral pyre, to escape death at the hands of the forces of Mordor. Upon learning of the Steward's intentions, Pippin races to find the White Wizard amidst the swirling melee that runs through every street and alley of Minas Tirith's lower levels. Together with Gandalf, they make haste to rescue Faramir from the hands of his father.

Upon their arrival at the Houses of the Dead, they discover that Beregond has kept the Steward's guard at bay, keeping Faramir alive for long enough to ensure that Pippin and the White Wizard can save him. Yet the Steward's mind is utterly broken, and he has already set alight the pyre beneath his feet. Only by removing Faramir from the flames, can he be rescued.





LAYOUT

The board represents the Houses of the Dead and the long corridor that leads to it. There are a series of walls that are impassable, as shown on the map; these create a corridor that is 12" long from the northern board edge and is 6" wide as close to the centerline of the board as possible. Denethor's pyre is placed 3" from the centre of the southern board edge as shown on the map.

STARTING POSITIONS

The Evil player deploys Denethor and Faramir atop the pyre; Faramir starts the game Prone. The four Citadel Guard start anywhere within 3" of the pyre. The Good player deploys Beregond in the centre of the board and Gandalf the White on Shadowfax touching the centre of the northern board edge. Pippin starts the game as a passenger on Shadowfax.

OBJECTIVES

Denethor has truly been driven to madness and plans to burn himself and his son alive. If Gandalf, Pippin and Beregond cannot retrieve Faramir from the flames, he will die.

The game lasts for eight turns. If, at the end of eight turns, Faramir is either upon the pyre or within 1" of it, the Evil player wins. If the Good player can carry Faramir more than 1" away from the pyre by the end of the eighth turn, the Good player is the winner.

SPECIAL RULES

Faramir – *The young captain of Gondor has been rendered unconscious by the wounds he suffered in battle, and is unaware of the peril that he is in.*

Faramir is unconscious and therefore does not act as a normal model. Instead, he is treated as a Heavy Object that can be moved by another model. Any Good model that is in base contact with the pyre can remove Faramir from its smouldering kindling. However, they cannot move any further that turn. Any 'Evil' model that is carrying Faramir and is in base contact with the pyre may place him Prone atop the pyre – however, they cannot move any further that turn.

The White Wizard – *Following his encounter with the Witch-king, Gandalf has not only been temporarily drained of his strength, but has also had his Staff of Power destroyed.*

Gandalf does not have his Staff of Power in this Scenario, and begins the game with only a single point of Might, Will and Fate.

Sacred Ground – *The Houses of the Dead are an important place to the people of Minas Tirith, and spilling blood within their walls is forbidden.*

Good models may not make shooting attacks and may not make Strikes if they win a Duel roll. However, in his madness, Denethor and his guard have ignored the city's ruling – they may act as normal.

Denethor – *The Steward's mind is completely committed to the idea of burning like the heathen kings of old.*

Denethor may not move until Faramir has been removed from the pyre.

PARTICIPANTS

Good: Gandalf the White on Shadowfax; Peregrin Took, Guard of the Citadel; Beregond; Faramir, Captain of Gondor.

'Evil': Denethor, Steward of Gondor; 4 Citadel Guard.

