

# THE WHITE RIDER

The city of Osgiliath is lost, taken by Gothmog and his Orc hordes. Having been outnumbered and defeated, and losing many Men, Faramir and those under his command that remain alive have fled the ruined city on horseback and now ride for the sanctuary of Minas Tirith.

Yet help is at hand – from the gates of Minas Tirith rides Gandalf upon his steed, Shadowfax, to lend aid to those in need. The White Rider must make haste towards Faramir and those who still survive, for should he arrive too late then they will be slain by the dread mounts of the Nazgûl.

However, Faramir and his Men are still in danger. Upon the backs of their winged Fell Beasts, the Nazgûl pursue the fleeing Men as they race across the fields of Pelennor towards the sanctuary of the White City. The horrific screeches from the foul beasts and their dread riders can be heard not far behind, and without help, Faramir, along with what is left of his garrison, shall surely perish.





## LAYOUT

The board represents the fields of Pelennor and so should be fairly barren, with a few small patches of scrubland and rocks. The western board edge represents the walls of Minas Tirith, with the gates of the city in the centre of the western board edge.

## STARTING POSITIONS

The Good player deploys Faramir and the Knights of Minas Tirith within 6" of the centre of the eastern board edge, and then deploys Gandalf touching the centre of the western board edge. The Evil player does not deploy any models; instead, they will be available later in the game.

## OBJECTIVES

Gandalf rides out to save Faramir from a terrible fate at the jaws of the Nazgûl's Fell Beasts; only by escorting the youngest son of the Steward through the gates of Minas Tirith will he be safe from harm. The Nazgûl have been tasked with slaying Faramir and his warriors who ride towards the White City, and Faramir is their main target.

Any Good models can move off the board through the gates of Minas Tirith. The Good player wins if Faramir moves off the board through the gates of Minas Tirith. The Evil player wins if they can slay Faramir before this can happen. If Faramir moves off the board, but Gandalf has been slain, the game is a draw.

## SPECIAL RULES

**Ride to Minas Tirith** – *The riders from Osgiliath left the city as quickly as they could, and are ahead of their pursuers – at least for now.*

The Good player automatically has Priority on the first turn.

**Flight of the Nazgûl** – *Upon their winged steeds, the Nazgûl give chase to the riders from Osgiliath.*

At the end of the first Evil Move phase, the Evil player may move all of their models onto the board from any point on the eastern board edge via the rules for Reinforcements.

## PARTICIPANTS

**Good:** Faramir, Captain of Gondor with bow on horse; Gandalf the White on Shadowfax; 12 Knights of Minas Tirith with shield.

**Evil:** 3 Ringwraiths on Fell Beast, each with 2 Might, 14 Will and 2 Fate.

