

THE HORSE AND THE SERPENT

The fearsome War Mûmakil of Harad have been unleashed upon the fields of Pelennor, leaving a devastating trail of destruction as they lumber towards the White City. Under the command of their king, the Rohirrim have engaged them, hoping to bring as many down as they can. Yet the arrival of these great beasts only signals the beginning of the Haradrim threat.

As the Rohirrim combat the huge war beasts, the Serpent Horde marches to war. At the head of the army sits Suladân, the Serpent Lord, who has singled out Théoden as a worthy opponent. Suladân firmly believes that by slaying such a formidable foe he will be able to cement his rule of the tribes of the Haradrim, further enhancing his reputation as Harad's most fearsome chieftain.

With fame and glory in his sights, Suladân charges into the fray; the Serpent Horde accompanying him to battle. Upon hearing the war cries of more Haradrim, and seeing them racing towards his people, Théoden rallies those around him to meet Suladân and his tribes head-on. The battle between the two proud leaders is about to begin, and only one can survive...





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, with Suladân at the point shown.

OBJECTIVES

The aim for both armies is simple; slay the leader of the opposing forces. Should either force have their lord slain, their morale will be shattered. The game lasts until the end of a turn in which either Théoden or Suladân has been slain. The Good player wins if Suladân has been slain, whilst the Evil player wins if Théoden has been slain. If both Suladân and Théoden have been slain then the game is a draw.

SPECIAL RULES

A Duel of Kings – *The entire battle hinges upon the confrontation between Théoden and Suladân; a fight neither will back down from.*

Both Théoden and Suladân must Charge each other if they are able to do so.

Protect the Serpent Lord – *Râza is Suladân's personal bodyguard and has been entrusted with fighting off all of those that would bring harm to his liege.*

Râza may select two targets for his The Serpent's Weapon special rule, rather than one.

PARTICIPANTS

Good: Théoden, King of Rohan, with heavy armour, shield and armoured horse; Déorwine, Chief of the King's Knights; 24 Riders of Rohan: 16 with no additional wargear and 8 with throwing spears.

Evil: Suladân the Serpent Lord on armoured horse; Râza, Fang of the Serpent; Haradrim Captain; 12 Serpent Riders; 24 Haradrim Warriors: 12 with bow, 12 with spear.

