

# RING RAMPANT



## ACTIVATION PHASE

- Rally Battered units.
- Activate Wild Charges. (if failed, unit remains stationary and can't do anything else. It doesn't end player's activation phase!)
- Order other activations.

## LEADERS

- Always last model to die.
- +1 to your total for all Courage tests within 12" of the Leader model.

## RALLY TEST

- Successful: remove Battered marker; cannot activate during this activation phase.
- Unsuccessful: retain Battered marker, lose 1 Strength Point, retreat; take no further action during this activation phase. Disadvantaged if attacked.
- Failed Rally tests do not end your activation phase.

## MOVING

- Rough terrain halves movement.
- Obstacles end movement, you may cross on next activation.

## SHOOTING RANGES

- Foot Missiles: 18"
- Scouts, Mounted Missiles, Weighty Projectiles: 12"
- Short Range Missiles: 6"
- Spells: 18"

## ATTACKING/SHOOTING

- 12 dice if above half strength.
- 6 dice if half strength or less.
- -1 to Shooting over 12".
- Cover increases Armour by 1.
- Battered units hit on 6.
- Rough terrain: Attack and Defence of 5+ and Armour of 2 unless Rangers.

## WHEN TO TEST COURAGE

- Unit has lost Strength Points from Attacking or Shooting.
- Unit is attempting to rally to remove a Battered marker.
- Unit becomes your only unit remaining on the table.
- Leader is killed or flees the table.
- Warband has had half or more army points of units removed from play.

## COURAGE TEST

- -1 for each lost Strength Point the unit has suffered in the game so far.
- -1 if your retinue has had half or more army points of units removed from play.
- +1 to your total if your Leader's model is within 12".

## FAILED COURAGE TEST

- Final score is greater than 0, unit must retreat a half move and becomes Battered.
- Final score is 0 or a negative number, unit routs. Remove it immediately.
- A Battered unit which receives another Battered result loses 1 Strength Point and retreats.

Spell name	Difficulty	Target	Duration	Effect
Rise from the dead!	7+	Friendly unit within 18"	1 immediate action	Restore 1 Strength Point to a friendly unit within range. Strength may not rise above unit's original value.
Befuddle Thee!	7+	Enemy unit within 18"	Until the unit Rallies	Automatically Batters an Unbattered unit within range.
Fog of Isengard	7+	Self or any unit within 18"	Until the end of the target's next activation phase.	A magical wall of mist is thrown up around the target unit; it may not Shoot or be Shot at, but may still be targeted by spells and moves as normal (the Dragon's Breath moves with it).
Icy Hailstorm!	7+	Enemy unit within 18"	1 immediate Shoot action	A magical hailstorm of ice is released by Saruman towards his enemies! This works exactly as a Shoot action, with a Shoot Value of 4+ (suffering -1 to dice rolls for targets over 12" away).
Sharper Blades!	7+	Self or friendly unit within 18"	Until the start of the player's next activation phase.	The target unit may re-roll all failed Attack or Defence dice (once per Attack).

## Éomer - Marshal of the Ridder Mark

### Éomer and his retinue (Elite Riders - 12pts)



Attack	5+	Attack Value	3+
Move	5+	Defence Value	5+
Shoot	-	Shoot Value	-
Courage	3+	Movement	10"
Armor	4	Strength Points	6

**Leader:** The leader of the army.

**Counter-charge:** On 7+ move half towards attacker and count as attacking too.

**Slayer:** Reroll all misses against all enemies of free men! Ignore Fear caused by that enemy.

**Commanding:** You may reroll a failed Move, Attack, or Shoot order within 12" of your Leader's model.

### Riders of Rohan (Heavy Riders - 5pts)



Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	6+	Shoot Value	5+/12"
Courage	4+	Movement	10"
Armor	3	Strength Points	6

**Counter-charge:** On 7+ move half towards attacker and count as attacking too.

### Scout Riders (Light Riders - 4pts)



Attack	7+	Attack Value	5+
Move	5+	Defence Value	6+
Shoot	6+	Shoot Value	5+/12"
Courage	5+	Movement	12"
Armor	3	Strength Points	6

**Skirmish:** On 7+ half move and shoot. Shoot value -1.

**Evade:** If attacked: On 7+ take a skirmish action against the attacker. If still reached, -1 armor. If failed, armor 1.

### Warriors of Rohan (Light Foot - 5pts) (2x)



Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+/12"
Courage	4+	Movement	8"
Armor	2	Strength Points	12

### Ents of Fangorn (Greater Warbeasts - 6pts)



Attack	5+	Attack Value	3+
Move	6+	Defence Value	6+
Shoot	-	Shoot Value	-
Courage	3+	Movement	10"
Armor	2	Strength Points	6

**Ranger:** Use the normal Attack/Defence/armor profile when fighting in rough terrain.

**Wild Charge:** Unit must attack if able.

# SARUMAN AND THE FURY OF ISENGARD

## Saruman and his retinue (Elite Foot - 12pts)



Attack	5+	Attack Value	3+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	3+	Movement	6"
Armor	4	Strength Points	6

**Leader:** The leader of the army.

**Hatred:** Gain the Wild Charge against enemy units they have Hatred of (Rohirrim).

**Ranger:** Use the normal Attack/Defence/armor profile when fighting in rough terrain.

**Commanding:** You may reroll a failed Move, Attack, or Shoot order within 12" of your Leader's model.

**Spellcaster:** Can cast all Spells

## Uruk-hai Pikeman (Heavy Foot - 5pts) (2x)



Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Movement	6"
Armor	3	Strength Points	12

**Hatred:** Gain the Wild Charge against enemy units they have Hatred of (Rohirrim).

**Wall of Spears:** Needs 6 or more Strength Points. On a Move order, form the unit into base-to-base contact; increase Armor by 1 against Attacks.

## Uruk-hai Berserker (Bellicose Foot- 4pts)



Attack	5+	Attack Value	3+
Move	6+	Defence Value	6+
Shoot	-	Shoot Value	-
Courage	4+	Movement	8"
Armor	2	Strength Points	12

**Counter-charge vs. Foot:** On 7+ move half towards attacker and count as attacking too.

**Fleet Footed:** Move normally through rough terrain.

**Ranger:** Use the normal Attack/Defence/armor profile when fighting in rough terrain.

**Wild Charge:** Unit must attack if able..

## Warg Riders (Heavy Riders - 6pts) (2x)



Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	6+	Shoot Value	5+/12"
Courage	4+	Movement	10"
Armor	3	Strength Points	6

**Counter-charge:** On 7+ move half towards attacker and count as attacking too.

**Hatred:** Gain the Wild Charge against enemy units they have Hatred of (Rohirrim).