

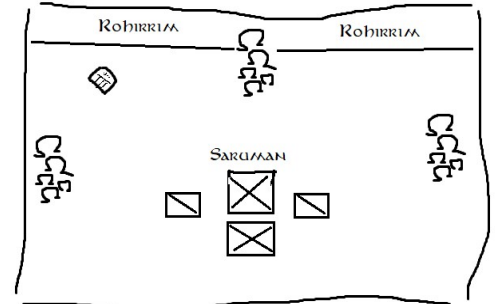
RING RAMPANT



The escape from Isengard

The Ents have destroyed Saruman's works and extinguished Isengard's forge fires. Now he is on the run with his bodyguard and, carrying the Palantir, wants to flee westwards to the Shire to establish a new reign of terror there. Éomer and his tamer riders must stop him and finally put an end to the wizard!

Deployment: Saruman begins the game in the center of the playing field and is accompanied by a column of Uruk-Hai, flanked by the Wargs from the dark cellars of Isengard. He must leave the table via the Rohirrim's edge of the battlefield. On the Rohirrim side of the playing field, as well as on the west and east sides, there are forests from which the Ent enters the table. This is determined randomly by a dice roll. The Rohirrim can be placed up to 8 inches away from the edge of the playing field.



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.

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	4	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. **Skirmish:** On 7+ half move and... in this case: Cast a Spell!

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.

Spell name	Difficulty	Target	Duration	Effect
Rise from the dead!	7+	Friendly unit within 18"	1 immediate action	Restore 1 lost Strength Point
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 be Shot at
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+
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).

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).