

Slayer Of Kings

The battle has raged for many days with many brave warriors from both sides among the fallen. In an attempt to save the lives of his remaining loyal followers one of the leaders has challenged his counterpart to single combat.

The Armies

Each player chooses their force, as described on pages 99–102 of *The Hobbit: An Unexpected Journey* rules manual, to an equal points value agreed before the game.

Layout

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey* rules manual.

Starting Positions

Both players roll a D6; the player with the highest score chooses a board edge and then places their leader in their deployment zone, touching the centre of the board. The other player then places their leader in their deployment zone in base contact with the enemy leader. Neither leader may start the game with a mount.

Starting with the player who placed their leader first, the players then take turns in placing a warband within 6" of any board edge within their deployment zone, no model may be placed within 1" of an enemy model.

No model can be deployed more than 6" from the captain of its warband. If the leader had a warband choose another model in the warband to be the leader of that warband for the purpose of deploying the warband

Initial Priority

Both players roll a D6. The player with the highest result has Priority in the first turn.

Objectives

The game lasts until the end of a turn in which one side has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll or similar effect do not count). If you kill the enemy leader, you instead score **5 Victory Points**.
- The player with most models within 3" of the Objective Marker scores **3 Victory Points**, if there are no enemy models within 3" you instead score **5 Victory Points**.
- You score **1 Victory Point** if you have a banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none, then you instead score **2 Victory Points**.

If any model (other than the 2 leaders) targets either leader with ranged weapons, or uses any special ability or spell which affects either leader, the controlling player may not score any Victory Points for wounding or killing the enemy leader.

Special Rules

Single Combat. While both leaders are alive, no other model may move within 6" of them and both leaders gain *Resistant to Magic*.

The first leader to be killed is replaced with an objective marker. The surviving leader may then regain their mount if they had one.

Neither leader may move more than 3" away from the enemy leader.

