

THE DEEPING WALL IS BREACHED

Isengard has attacked the land of Rohan, burning the Westfold and forcing the Rohirrim to flee to the safety of Helm's Deep. With the people of Théoden taking refuge within the fortress, Saruman sends his army of fighting Uruk-hai to breach its walls and slaughter the people inside. All of Isengard is emptied and an army over ten thousand strong marches to destroy the world of Men.

As the siege of Helm's Deep begins, the forces of Isengard throw their full force at the walls of the fortress to breach it. Battering rams, siege ladders and ballistae are all utilised in the attempt to conquer its walls. Yet it is the White Wizard's secret weapon that finally breaches the Deeping Wall, a feat never before achieved since the fortress' founding. As the collection of crude devices filled with black powder are placed within the culvert of Helm's Deep, a lone Berserker sprints towards it, flaming brand in hand, giving its life to bring about the destruction of the wall.

Fire undoes stone in an explosion of rock and flame, sending great chunks of Helm's Deep soaring into the air and many atop the walls are slain by the devastation. It is through this gaping wound in the Deeping Wall that the Uruk-hai forces pour into Helm's Deep, wading through the water that has begun to collect in the breach created by their bombs. Can Aragorn lead the alliance of Men and Elves against the onslaught of Isengard, or will Helm's Deep fall for the first time in its history?



LAYOUT

This Scenario is played on a 2'x2' board. Along the eastern board edge should be the Deeping Wall extending out 3" from the edge. This should have some stairways coming down from it, and should also have a 4" section missing from the centre (where the bomb went off). The area within 6" of the centre of the eastern board edge is shallow water.

STARTING POSITIONS

The Good player deploys the Galadhrim Warriors within 2" of the western board edge and then deploys Haldir, Legolas and the Warriors of Rohan anywhere on the walls in the Prone position. Aragorn is deployed in the centre of the board, also in the Prone position. Gimli is then deployed anywhere within the shallow water.

The Evil player may then deploy up to 10 Uruk-hai Warriors, 2 Berserkers and a single Uruk-hai Captain within the shallow water, at least 1" from Gimli. The rest of the Evil models will be available as the game goes on.

OBJECTIVES

The legions of Isengard are streaming into Helm's Deep, intent on butchering all in their path. It is their sole purpose to cause as much death and destruction as possible. Aragorn must lead the defenders of Helm's Deep in defence of the fortress and fight off Saruman's armies.

The Scenario lasts for 10 turns, after which the side with the most Victory Points is declared the winner.

There are three ways to score Victory Points in this Scenario:

- 1 The Good player scores **1 Victory Point** for each of their named **Heroes** still alive at the end of the game. The Evil player scores **1 Victory Point** for each of their named **Heroes** that have been slain.
- 2 The Good player scores **1 Victory Point** if at the end of the game more than 14 Good models are left alive. The Evil player scores **1 Victory Point** if at the end of the game fewer than 14 Good models are alive.
- 3 Evil models that are not within the shallow water are considered to be within the walls of Helm's Deep. The Evil player scores **2 Victory Points** if at the end of the game there are more Evil models within the walls than Good models. The Good player scores **2 Victory Points** if they can prevent this. Models that are on top of the walls do not count towards this total.

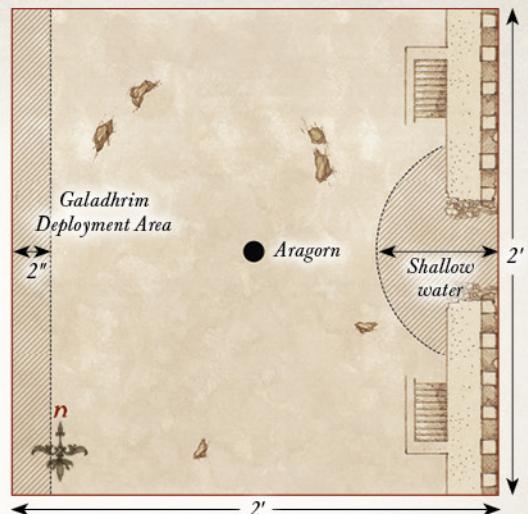
SPECIAL RULES

Legion of the White Hand – Huge numbers of Uruk-hai are streaming through the hole in the Deeping Wall, and more are constantly joining the fight.

At the end of each Evil Move phase, the Evil player rolls a D6 and adds 2. This is the number of models that the Evil player may move onto the board from the hole in the Deeping Wall. These can be any models that haven't yet entered the board, even models that have previously been slain earlier in the battle. The Uruk-hai Captains may only enter the battlefield once.

Explosion Aftermath – The tremendous detonation that blew apart the Deeping Wall has left those in command of the defence of Helm's Deep shaken and injured.

All Good **Hero** models start the game with 0 Fate.



The Prince of Mirkwood – *It is at Helm's Deep that Legolas comes into his own, showcasing agility and skill that far surpasses that of most Elves.*

Once per game, if Legolas starts his Move phase in base contact with the top of a staircase, he may choose to use his Elven agility to slide down it atop an Uruk-hai shield. When he does this, Legolas may fire his Elven bow three times, as if it was the Shoot phase, as he moves down the staircase. Any model on the staircase automatically takes one Strength 3 hit and is knocked Prone. Additionally, one model within 3" of the bottom of the staircase suffers one Strength 4 hit as Legolas thrusts the Uruk-hai shield into their chest. Finally, Legolas is placed in base contact with the bottom of the staircase. He can move no further that turn and may not shoot in the following Shoot phase.

PARTICIPANTS

Good: Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Haldir with heavy armour and Elf bow; 12 Galadhrim Warriors: 4 with no additional equipment, 4 with spear, 4 with Elf bow; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear & shield, 4 with bow.

Evil: 3 Uruk-hai Captains with heavy armour and shield; 8 Uruk-hai Berserkers; 20 Uruk-hai Warriors: 10 with shield, 10 with pike.