

# THE WALLS OF HELM'S DEEP

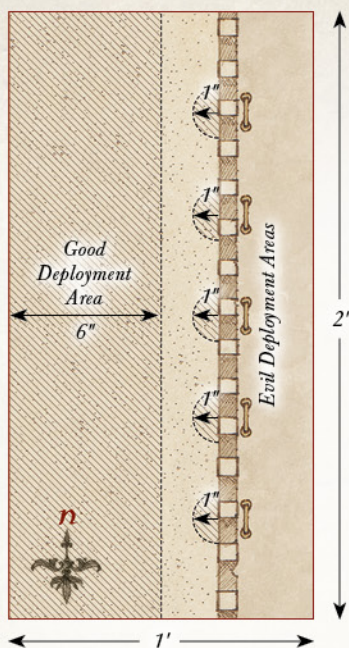
**S**aruman's armies have stormed the Deeping Wall, pouring over the battlements and onto the walls themselves. The Men and Elves that stand atop the walls have been thrust into a desperate melee against the Uruk-hai forces. Together they are fighting to drive their foe backwards and against the battlements they have so easily passed, all whilst more Uruk-hai climb the great siege ladders and into battle.

*Atop the walls, Aragorn leads the forces of Rohan against the foe, Legolas and Gimli at his side as they endeavour to protect the walls from falling. The Galadhrim are led by Haldir, and join their allies in the fight against the forces of Isengard. Together the alliance of Men and Elves stand defiant against the crushing tide of Uruk-hai, much akin to the alliance of Elendil and Gil-galad that fought against the Dark Lord centuries ago.*

*However, the combined forces of Men and Elves are vastly outnumbered and for each Uruk-hai warrior that is slain, another one takes its place without hesitation. Only by killing enough of Saruman's fighting Uruk-hai can the defenders of Helm's Deep hope to make a dent in the forces of Isengard, and earn themselves a brief respite where they can regroup and continue their defence of Helm's Deep.*







### LAYOUT

The board represents the battlements of Helm's Deep and the siege ladders propped up against the Deeping Wall. The area within 9" of the western board edge is the battlements, and so should be relatively clear. There are five siege ladders in this battle, spaced out as shown on the map. The area within 3" of the eastern board edge represents the fields outside Helm's Deep – and it is rather a long way down!

### STARTING POSITIONS

The Good player deploys all of their models within 6" of the western board edge. The Evil player then deploys their models within 1" of the Siege Ladders.

### OBJECTIVES

The Uruk-hai have made it onto the battlements of Helm's Deep, and now the Men and Elves must fight to prevent the walls being overrun. If they can stem the tide of Uruk-hai, the battle may swing in their favour.

The game lasts for 12 turns. The Good side wins if at the end of 12 turns they have managed to kill 35 or more Evil models (it's important to keep track). The Evil side wins if they can prevent this. If Aragorn dies, the best result the Good side can achieve is a draw.

### SPECIAL RULES

**Numbers Beyond Count** – *Countless Uruk-hai have scaled the Deeping Wall, and more constantly climb the siege ladders to join the battle.*

Each time an **Uruk-hai Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the board from the siege ladders. Models that arrive in this way may Charge in the turn in which they arrive. Any models that cannot move onto the board in this way are kept aside for the next turn.

**Battlements of Helm's Deep** – *The height of the walls of Helm's Deep means that any warrior unfortunate enough to fall from them will meet an untimely death.*

The eastern edge of the Deeping Wall is lined with battlements that can trap a model against them. Additionally, a model that is pushed from the battlements and onto the ground below is automatically slain – it's a rather steep fall!

### PARTICIPANTS

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

**Evil:** 4 Uruk-hai Captains with shield;  
20 Uruk-hai Warriors: 10 with shield, 10 with pike;  
16 Uruk-hai Berserkers.