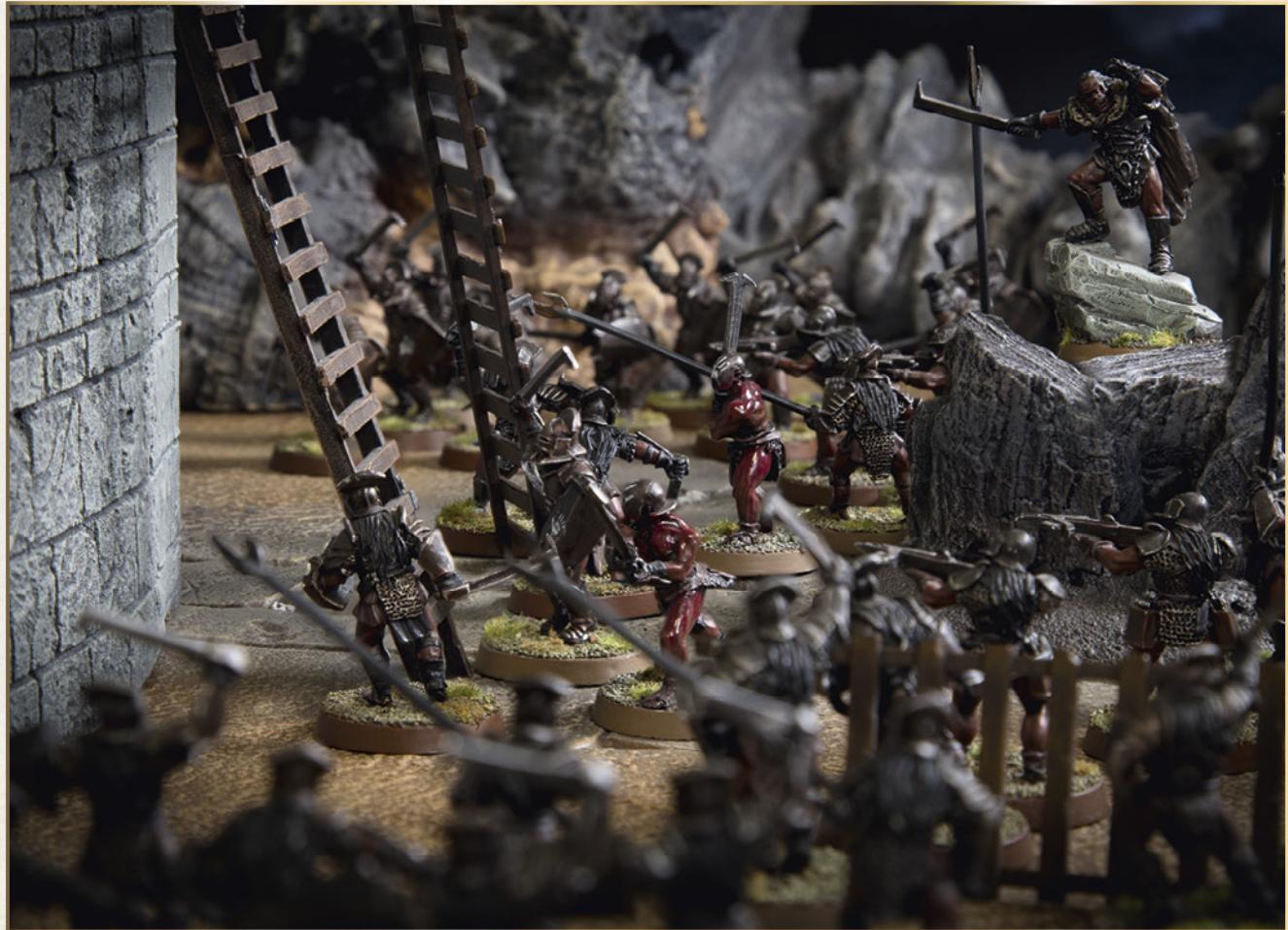


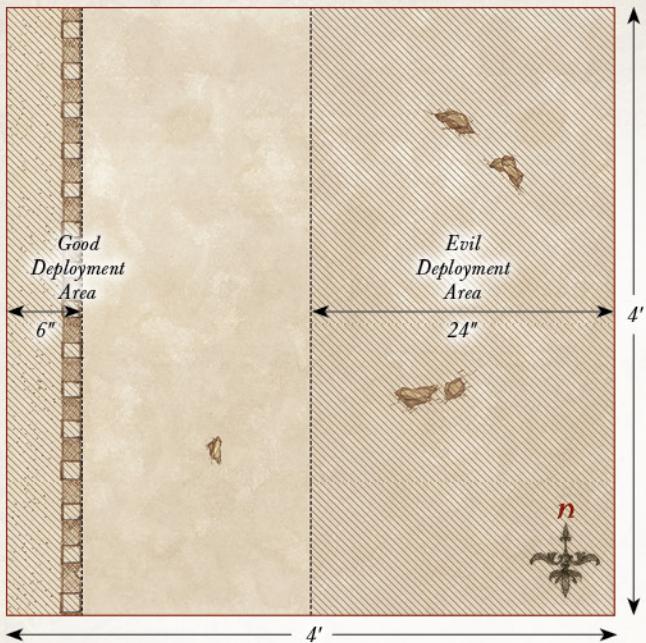
RAISE THE LADDERS

Within the walls of Helm's Deep, the people of Rohan prepare for the impending battle that is bearing down upon them. All manner of Rohirrim are being called to fight, many of whom are not natural fighters and some who have seen too many winters, or too few. Even as hope seems to be just out of reach, and victory seems impossible, a blast of an Elvish horn signals the arrival of an unlikely ally.

From the forest of Lothlórien, Haldir leads an army of Galadhrim Elves to Helm's Deep to fight alongside Théoden and his people, and to honour the alliance that once stood between Men and Elves. Yet even their combined forces pale in comparison to the ten thousand fighting Uruk-hai that have marched from Isengard to kill all those in Helm's Deep and leave Rohan in ruins.

As the army of Isengard stands before the great fortress, the heavens open, drenching those below and turning the ground beneath their feet into a thick quagmire of mud. As the rains pour down, the Uruk-hai begin their assault upon Helm's Deep, racing forward through the mud and towards the walls in order to raise their ladders and assail the Deeping Wall. Those atop the battlements must attempt to stop the Uruk-hai from planting their ladders against Helm's Deep if they are to prevent their foes from claiming the walls.





LAYOUT

The board represents the Deeping Wall and the lands in front of it. The area within 6" of the western board edge is the Deeping Wall itself, which should be the same height as the siege ladders. The rest of the board is barren and plain, and so will be easy for the Uruk-hai to navigate.

STARTING POSITIONS

The Good player deploys their force on top of the Deeping Wall. The Evil player then deploys their force anywhere within the eastern half of the board.

OBJECTIVES

The Uruk-hai must raise the ladders in order to get atop the walls and begin the assault on Helm's Deep, whilst those atop the walls must try to prevent the Uruk-hai from raising the ladders, and knocking down the ones that are placed up.

The game lasts for 12 turns. The Good player wins if at the end of the 12th turn there are two or fewer ladders up against the walls. The Evil player wins if at the end of the 12th turn there are four or more ladders up against the walls. Any other result is a draw.

SPECIAL RULES

Ladders – Carried into battle by the Uruk-hai, these siege ladders are used to get the forces of Isengard onto walls and into battle.

Siege Ladders are Heavy Objects that require four or more models to move them at full speed rather than two. They have no Defence characteristic and so cannot be targeted or damaged by shooting or in combat. If a Siege Ladder is moved within 3" of the Deeping Wall, it can be raised up against the walls. An Uruk-hai at the base of an upright ladder may move up it at full speed, and may even charge after climbing the ladder if able to do so.

Berserkers – The Uruk-hai Berserkers are the toughest fighters in the Uruk-hai army and will often be raised up atop the ladders so to get them directly into the fight.

When a Siege Ladder is raised, a single Uruk-hai Berserker within 1" of the ladder may be raised with it. Place the Berserker in base contact with the walls next to the point where the ladder was raised; it may then act as normal. If the Berserker cannot be placed on the walls then it is placed at the top of the ladder in combat with any models preventing it from being placed on the walls. The Berserker will count as defending an elevated position in this case.

Knocking Down Ladders – Those atop the Deeping Wall must try to knock down the ladders in order to prevent the Uruk-hai from flooding the battlements.

Ladders can be pushed down as described on page 122 of the main rules manual. Models that were on a ladder that is pushed down will suffer falling damage as normal.

PARTICIPANTS

Good: Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Aldor; Haleth, son of Hama; Haldir with heavy armour and Elf bow;

24 Warriors of Rohan: 8 with shield, 8 with throwing spear, 8 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; 32 Uruk-hai Warriors: 10 with shield, 10 with pike, 12 with crossbow; 16 Uruk-hai Berserkers; 5 siege ladders.

