

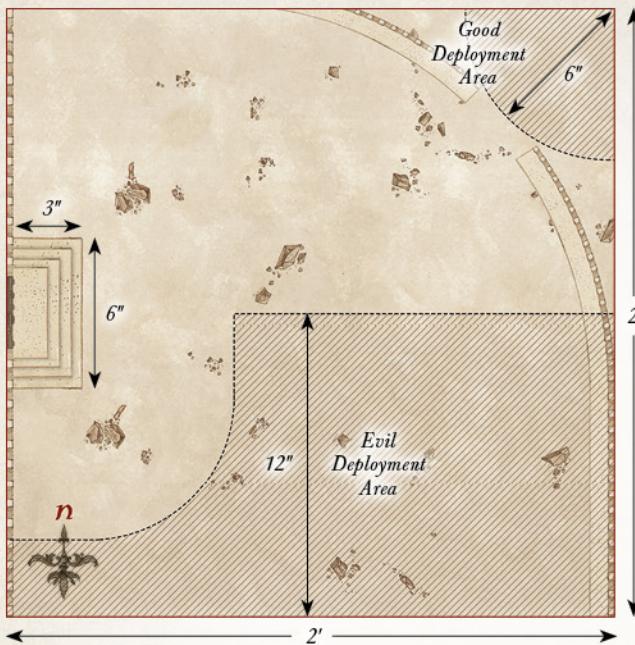
FALL BACK TO THE KEEP

The hordes of Isengard have blown apart the Deeping Wall, revealing a gaping wound in the side of the fortress which the Uruk-hai forces use to flood through and onto the walls of Helm's Deep. Those that defended the walls have been forced to fall back to the Hornburg, though the overwhelming numbers of the Isengard forces have felled many Elves and Men as they fought to hold them back.

Out on the causeway, Aragorn and Gimli have held back the Uruk-hai for as long as they can, buying Théoden enough time to barricade the gates. However, even once barricaded against their foes, the gates did not hold back the tide of Uruk-hai for long, and soon they flood through the gates and into the fortress. Saruman's plan to end the kingdom of Rohan seems to be working...

With his forces heavily outnumbered, Théoden orders all those that survive to fall back to the keep to make one final stand against the onslaught of metal and flesh that is upon them. However, the Uruk-hai have managed to divide the king's forces and now many must fight their way through to the safety of the keep. If Aragorn, Legolas and Gimli cannot carve a way through the Uruk-hai, they will be felled upon the walls of Helm's Deep.





LAYOUT

The board represents the inside of the Hornburg, and as such will have a few walls and battlements as shown on the map. In the centre of the western board edge are the doors to the keep. Surrounding them are the stairs that lead up to them; these are the area within 3" of the western board edge and within 3" of the doors to the keep. The stairs down to the Hornburg are only 6" wide, the rest is surrounded by walls (see map).

STARTING POSITIONS

The Good player deploys Théoden, Gamling and half of the Warriors of Rohan on the stairs to the keep. They then deploy their remaining models within 6" of the north-east corner of the board. The Evil player then deploys their models within the southern half of the board, but at least 6" away from any part of the stairs to the keep.

OBJECTIVES

The defenders of Helm's Deep are trying to fall back to the temporary safety of the keep; however, a swarm of Uruk-hai now stands between Aragorn, Legolas and Gimli and their allies. They must fight their way through the Uruk-hai if they are to survive.

The game lasts until either the Good player achieves their objective, or the Evil player kills enough Good **Hero** models to make it impossible for the Good player to win. The Good player wins if they can get any three Good **Hero** models to escape the board via the doors to the keep. The Evil player wins if they can prevent this.

SPECIAL RULES

Numbers Beyond Count – *Countless Uruk-hai race have invaded Helm's Deep, and more continuously join the fray.*

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 centre of the southern board edge.

We Stand Together – *Théoden is trying to buy his allies as much time as he can to reach the safety of the keep and will not abandon them to die.*

Théoden and Gamling may not escape the board until any one of Aragorn, Legolas or Gimli has escaped the board first.

PARTICIPANTS

Good: Aragorn – Strider with armour; Gimli, son of Glóin; Legolas Greenleaf; Théoden, King of Rohan with heavy armour and shield; Gamling, Captain of Rohan; 24 Warriors of Rohan: 8 with shield, 8 with throwing spear, 8 with bow.

Evil: 3 Uruk-hai Captains with shield; 30 Uruk-hai Warriors: 15 with shield, 15 with pike.

