

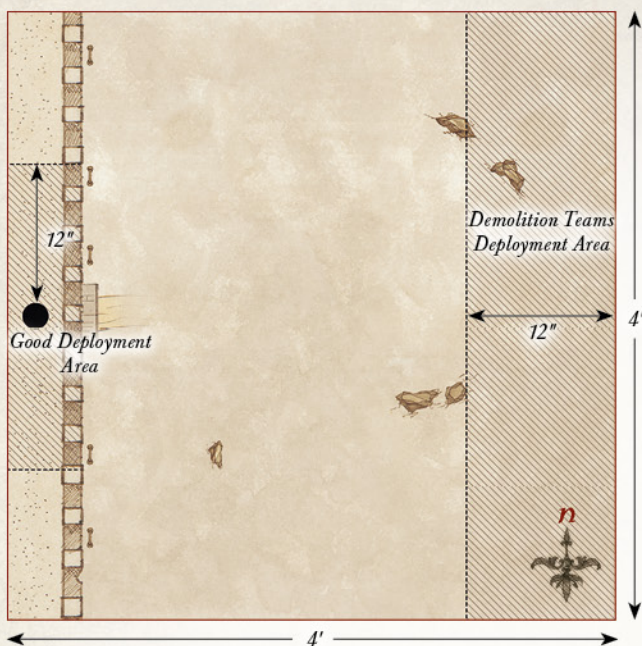
PLANT THE CHARGES

The siege of Helm's Deep is well underway; Uruk-hai warriors have swarmed the battlements of the Deeping Wall and engaged the defenders in a close and desperate fight. The Men and Elves atop the walls must fight for their lives in an effort to force the Uruk-hai back and secure the Deeping Wall. However, it is not the Uruk-hai on the walls that pose the most immediate threat.

Down below, the fighting Uruk-hai are carrying Saruman's demolition charges towards the walls, devices crafted by the Wizard to obliterate the walls of Helm's Deep in a flash of fire and stone. As the Uruk-hai carry the charges towards the culvert in the side of the walls, a select few Uruk-hai Berserkers carry torches they intend to use to set off the charges beneath the walls.

Those upon the walls must find a way to fell those Berserkers wielding the torches in order to put them out. However, the natural resilience of these frenzied killers makes them adept at shrugging off all but fatal blows. If Legolas and his allies cannot put the Berserkers down then the Deeping Wall may yet be breached and the floodgates opened for the rest of the Uruk-hai forces to pour into the fortress.





LAYOUT

The board represents the Deeping Wall and the land in front of it. The area within 6" of the western board edge is the Deeping Wall itself, with the culvert in the centre of the wall. A selection of Siege Ladders are placed against the wall as shown. 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 models anywhere within 12" of the centre of the Deeping Wall. The Evil player then deploys all of their models, except the Demolition Teams, anywhere on the Deeping Wall but further than 1" away from any enemy model. The Demolition Teams are placed within 12" of the eastern board edge.

OBJECTIVES

The Uruk-hai are attempting to breach the Deeping Wall using Saruman's demolition charges, whilst the defenders of Helm's Deep are trying to bring down those Uruk-hai that carry the torches. Should the Uruk-hai plant the charges within the culvert and set them off, the Deeping Wall will be shattered.

The game lasts until one side has completed their objective. The Good side wins if they can kill all of the Uruk-hai Berserkers that are carrying torches. The Evil side wins if they can set off any Demolition Charge within 1" of the culvert.

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 (with the exception of the Uruk-hai Berserkers carrying torches), keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the Deeping Wall 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.

Detonating the Charges – *The Uruk-hai Berserkers will go to any lengths to set off the charges, even killing themselves to ensure it will be done.*

Evil models add 1 to the result when rolling on the Detonation table.

PARTICIPANTS

Good: Aragorn – Strider with armour; Legolas Greenleaf with armour; Gimli, son of Glóin; Haldir with heavy armour and 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; 8 Uruk-hai Berserkers; 3 Uruk-hai Demolition Teams.

