

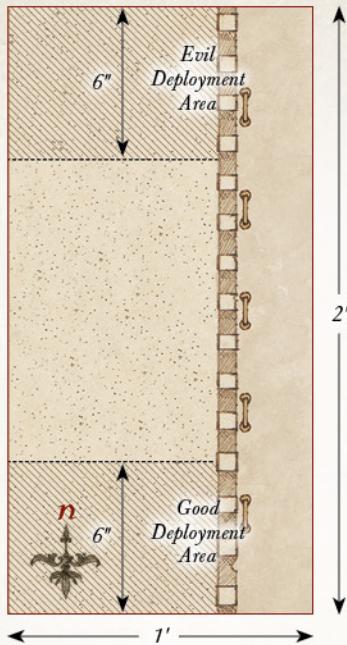
RETREAT TO THE HORNBURG

The destruction of the Deeping Wall has led to a surge of Uruk-hai flooding forth through the gaping wound in the fortress, and now their sheer numbers are beginning to overwhelm the combined forces of Men and Elves. Seeing that the Deeping Wall is lost, Théoden orders those that still fight to retreat to the Hornburg so that they may concentrate on the defence of the keep and those left alive inside.

Hearing the king's orders, Aragorn relays Théoden's commands to those around him to fall back with as much haste as they can muster. However, there are now numerous fighting Uruk-hai that have spread across the fortress walls and stand between those upon the Deeping Wall and those fighting to defend the Hornburg.

The only way for Aragorn and his companions to reach Théoden, and the temporary safety of the Hornburg, is to fight their way through the onslaught of Uruk-hai that stand before them. Only by fighting hard against their enemy can the defenders of Helm's Deep hope to survive, for the Uruk-hai fight with a renewed vigour in an effort to put an end to the Kingdom of Rohan.





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 are the fields outside Helm's Deep – and it is rather a long way down!

STARTING POSITIONS

The Good player deploys their force on the Deeping Wall within 6" of the southern board edge. The Evil player deploys their force on the Deeping Wall within 6" of the northern board edge.

OBJECTIVES

The Deeping Wall has been breached and the Uruk-hai are flooding into the fortress. Théoden has called upon all those still alive to fall back; however, they must fight their way through the Uruk-hai in order to do so.

The game lasts until one side has completed their objective. The Good side wins if they can get 10 or more models off the northern board edge, including any two **Hero** models. The Evil player wins if they can kill enough models so that the Good player cannot achieve their objective. If Aragorn is slain the best result the Good player 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 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.

Leave None Alive – *The Uruk-hai assault is in full flow, and the success of breaching the Deeping Wall spurs them on to slay all in their path.*

Evil models may re-roll failed To Wound rolls in the Fight phase.

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.