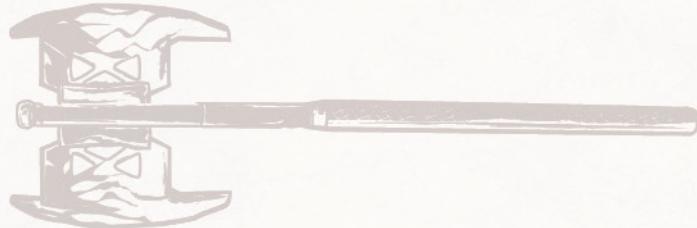


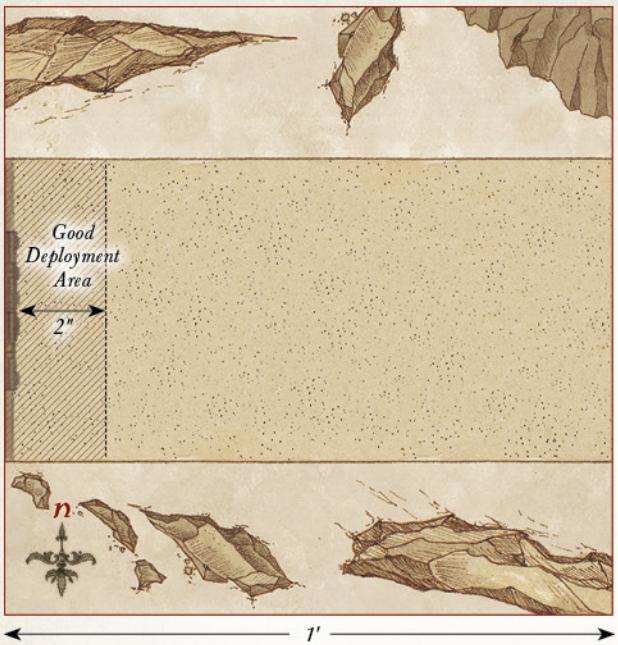
# THE CAUSEWAY

Aragorn and his companions have fought their way to the Hornburg and to the side of Théoden; however, they are not yet safe from the forces of Isengard. The Uruk-hai have reached the gates of Helm's Deep and are using a great battering ram to try to break through the gates and storm the fortress. Whilst Théoden and the Rohirrim attempt to barricade the remains of the gates, Aragorn and Gimli try to buy Théoden as much time as they can.

Sneaking out of the fortress through a small side door, Aragorn and Gimli find themselves in a position to leap onto the causeway and cause havoc within the Uruk-hai ranks. Deciding between them that engaging the Uruk-hai head-on is the best way to provide the Rohirrim the time they need, Aragorn tosses Gimli onto the causeway before leaping there himself to join the fight.

Now Aragorn and Gimli fight alone in defence of the gates of Helm's Deep, driving back any Uruk-hai that tries to force their way through the gates. However, fighting here for too long will see them overrun and cut down. They only need to hold out until Théoden has barricaded the gates before making their escape, but it will take every ounce of skill and determination to last that long.





## LAYOUT

The board represents the causeway of Helm's Deep. The causeway is 6" wide and runs across the centre of the board from east to west; the rest of the board is a steep drop above the rocks below. On the western side of the causeway are the gates of Helm's Deep.

## STARTING POSITIONS

The Good player deploys Aragorn and Gimli within 2" of the gates. The Evil player then deploys their force anywhere on the causeway at least 3" away from any Good model.

## OBJECTIVES

Aragorn and Gimli must keep the Uruk-hai distracted for long enough so that Théoden and the Rohirrim can barricade the gates. The game lasts for 12 turns. The Evil player wins if they can slay both Aragorn and Gimli, or have 10 models move off the board through the gates. The Good player wins if they can prevent this. If either Aragorn or Gimli is slain then the best result the Good player can achieve is a draw.

## SPECIAL RULES

**Numbers Beyond Count** – *Countless Uruk-hai race up the causeway towards the gates of Helm's Deep, joining the fight.*

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 eastern board edge.

**The Gate** – *Helm's Deep has been battered and assaulted by the Uruk-hai, and the gates cannot withstand much more before being splintered.*

The Gate has a Defence of 8 and only a single Wound remaining.

## PARTICIPANTS

**Good:** Aragorn – Strider with armour; Gimli, son of Glóin.

**Evil:** 20 Uruk-hai Warriors: 10 with shield, 10 with pike.

