

HELM'S DEEP NOTES AND PONDERINGS

These are just some ideas off the top of my head. Feel free to axe the dumb ones I came up with and add any of your own.

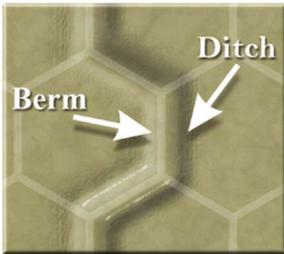
Using some of the ideas I found on the BGG forum should make assaulting walls more deadly. As units on walls will get the first attack against assaulting units, and have their Armour Protection increased, keeping in line with slopes and groves.

I nerfed the fanatical rules a bit, the way they are written makes them a bit too deadly, any fanatical unit is guaranteed at least a “r1” for simply being next to an enemy unit (*an EIZ can automatically rout a B3W, odd*).

I would like to find an effective way to simulate the retreat from the dike as well. I have added Gambling the Old who has the “Rear Guard” special ability. It lets units defending the dike advance to the rear during their movement phase once per game.

Some of the following tables where 1d6 is rolled can be converted to 2d6 like in many of the tables in the standard rules. I didn't feel like doing the odd dice spread conversion that SPI liked to use in their tables. That can be done later.

I didn't do anything for the Hourns, as they were just a mop-up crew in the battle. Which brings up the standard “Disrupted” unit rule having no movement, no way to get units to rout off the board and into the loving arms of the Hourns anyway.

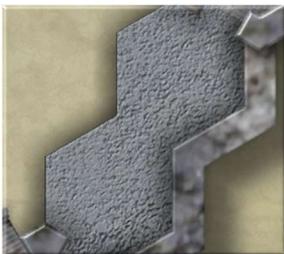


Helm's Dike: An earthen wall and ditch that stretched across the Deeping Coomb. The dike costs 2 additional MP to cross. Infantry units defending across the dike (non ditch side) have their *Armour Protection Rating* raised by one. Infantry units defending across the dike (ditch side) have their *Armour Protection Rating* reduced by one. Cavalry units cannot move or fight across the dike hexside. The Western hexside of the dike is considered the ditch. and units suffer penalties for being in the ditch. Units on the dike may exit the ZoC of enemy units located on the ditch side of the dike if the *Rear Guard* effect is in play.



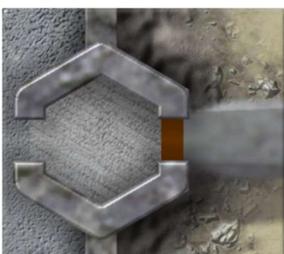
Culvert: The culvert is considered impassable by all units unless it has been breached, or the *Orc Cunning* Special Effect is in play. Once breached it costs +1 MP to move through culvert hex.

The culvert may be destroyed with blasting fire, thus creating a breach, or in some cases rendering the culvert impassable. All units fighting from the breached culvert hex have their *Armour Protection* rating increased by 1



Deeping Wall: The wall may only be accessed by the stair located along the wall, the doors opening to the wall, or with ladders. Units fighting across the wall hexside against units on ladders have their *Armour Protection Rating* and *Attack Strength* increased by one. Units may retreat off the back edge (Eastern side) of the wall, but will never move from the wall during normal movement without using the stairs. Units cannot retreat off the wall side (Western edge) of the wall, but instead are eliminated if forced to retreat

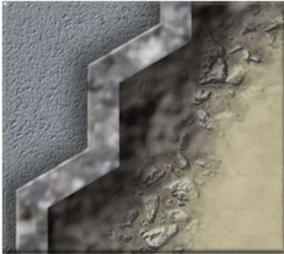
Units may move along the wall including through tower hexes with no MP penalty.



Hornburg Main Gate: May only be crossed by Saruman forces after it has been breached using a ram, units without a ram cannot breach the gate. A Rohan unit placed in the gate hex is considered to be at a higher elevation for purposes of missile combat. Units with ranged and melee values may fire as if on a tower/wall, and still melee a unit on the ramp (if gate breached)

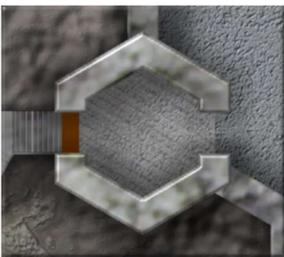


Deeping stream: Includes the stream hex and bank hexside. It Costs one additional MP to move into, out of, or along the stream. Units attacking from a stream hex, and across the stream bank hexside have their Attack value reduced by one.



The Horn Rock (Rough): The Horn rock was a spur of shear rocks jutting out from the White Mountains on which the Hornburg was built. Infantry units must expend all movement points to enter a Horn Rock hex. The Horn rock are impassable to all Cavalry units.

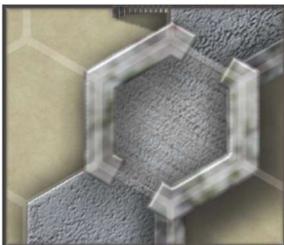
Units must expend all their MPs to enter a Horn Rock hex.



Gates and Arches (excluding main gate): Arches may be freely passed through by the side that controls the arch. Gates must be breached by Saruman units before they can move through the gate. Any Isengard unit without a ram may attempt to breach a gate. Using a ram makes the breach automatic.

Roll 2D6 for Breach without ram:

Unit Attack Value	Gate Breached on:
A	3-11
B	4-10
C	5-9
D	6-8
E	7



Towers: The Units can pass through the towers between wall hexes at no MP penalty. Towers are considered to be at a higher elevation than wall hexes. Units fighting from a tower have their *Armour Protection Rating* and *Attack Strength* increased by one.



Ladders: Ladders are placed during the Siege phase. (*which means the unit must start the turn adjacent to the wall to place a ladder. Taken from the BGG Gondor forum - a popular solution*). Ladders are left in place so following units can use them as normal (3mp to cross). Units defending from ladders have their *Armour Protection Rating* reduced by one (*to a minimum of 1*).



Rocks: Similar to the oil rules, rocks are dropped on adjacent enemy units at a lower level. Six rock counters and six dummy rock counters are placed in wall or tower hexes (*this includes the main gate and postern gate hex*). The rocks may be dropped by a unit in the same hex as the rock counter during the Saruman (*or Rohan's Movement Phase if Saruman units are in possession of the rock counter*) Movement Phase. Roll on the Casualty Results Table (*the unit is not automatically eliminated*) to determine the effects. Once used, the rock counter is discarded.

Rock counters never move and are left in a hex if a stacked unit retreats or is eliminated. Saruman units can use the rock counters if on the wall and Rohan units are in adjacent lower level hex.



Horn of Helm Hammerhand: The horn is placed in the central tower at the beginning of the game, and never moves. A unit or character must be stacked with the horn, and expend its movement allowance for the turn to use. Once per game the horn may be blown with the following effects lasting for one complete game turn:

- Isengard units may not attempt to rally (with no range limit).
- Attempt to rally all disrupted Rohan units as if the horn had a leadership value of 6.
- All attacking Rohan units are considered *Fanatical*.
- Units in the Glittering caves answer the call. The following Rohan reinforcements arrive on the western map edge during the Rohan Movement Phase.

	Unit Type	Qty	Strength
	<i>Spearmen</i>	2	D3X
	<i>Archer</i>	1	e2X



Blasting Fire: Blasting fire works much like a catapult to create a breach, except that a unit must place the blasting fire in the culvert or at the main gate to attempt a breach.

Blasting fire counters are placed with Orc units, including Uruk when units come on the board as reinforcements in turn two and three. Six of the counters are real, six are dummies. The blasting fire is carried by the units and move with them during normal movement (at no MP cost). The blasting fire is placed in the culvert or at the main gate during the unit's movement, at no MP cost, and will go off in the following siege phase. If the unit that placed the blasting fire does not have enough MPs to exit the hex after placing will be eliminated if the blasting fire goes off (might be a dud). *(the unit can always carry the blasting fire for an additional turn while in the culvert to assure escape, but hey, they're orcs so who really cares,).*

Roll 1D6 during the Siege Phase:

Die Roll	Effect
1-2	Dud, no effect.
3-6	Wall/Main gate collapse, treat as breach. Saruman units Fanatical for current turn

Another unit may attempt to place blasting fire on following turns if the result on the table was a 1 or 2. Once the Main gate or culvert is collapsed no further blasting fire may be used on that locaion.



Battering Ram: Used to breach the gates of the Hornburg. The ram must be carried by a unit of Dunlendings. The ram can be used to breach gates other than the main gate, and the breach is automatic. If the unit carrying the ram retreats, or is eliminated, the ram counter is left in the hex. It may be picked up by another Dunland unit on following turns. The ram is never destroyed, it's just a big log after all. The unit carrying the battering ram has their movement reduced by one.

Ram Breach Probability:

Gate Attacked	Success Range
Main Gate	6-9
Other Gate	Automatic



Barricade: Any turn after Saruman's units have moved through the culvert hex into helm's Deep. A Rohan unit stacked with Gimli, and not in an enemy zone of control, can construct a Barricade on the hex adjacent to the culvert at the end of the Rohan Movement Phase. A unit cannot participate in Combat in the turn in which it builds the barricade. If the culvert is blown up the barricade is destroyed.

Fanatical Units: Instead of the normal bypassing of the *Casualty Probability table*, all fanatical units have their *Attack Strength* and *Morale Rating* increased by one. This is in addition to any other attack modifiers that may be in play (attacking from wall for example).

Bow Ranges: Due to smaller scale of game, bow range is increased to 3 hexes.

LEADER SPECIAL ABILITIES

Each of the Special abilities may be used only once during a game. And are resolved during the Leader Special Ability Phase.

Rohan Leader Special Abilities

Gandalf

Divine Light: Isengard units may not rally this turn, and the *Attack Strength* of all Isengard units is lowered by one.



Aragorn

Sortie: There was a small postern-door located to the North-West of the main gate with a small path that led to the ramp of the keep. Once per game Aragorn may perform a sortie against a unit attacking the main gate with a battering ram. Aragorn must be stacked with a combat unit at the beginning of the game turn in one of the three hexes shown. Aragorn and the unit are moved to the hex outside the keep, adjacent to the ramp as shown. During the Rohan Combat Phase, the unit Aragorn is stacked with may attack the unit with the battering ram if still able to do so (it has to survive the Isengard Combat Phase). After the attack the unit and Aragorn may Retreat back through the wall.

Theoden

For Death and Glory: Theoden forms a Wedge with cavalry units during the *Leader Special Abilities Phase* and unlike with normal wedges he may move and conduct combat in the current turn during the *Rohan Movement Phase*. In addition they gain a second round of combat against an adjacent unit if they advance after combat.

Gambling the Old

Rear Guard: Gambling the Old may order a rear guard action once per game. During the *Leader Special Abilities Phase*, all units defending Helm's Dike may make a full move towards the Hornburg. Units in an enemy ZoC may leave the ZoC, but may not enter any other enemy ZoC during their movement.

Isengard Leader Special Abilities

Lieutenant of Isengard

Voice of Saruman: Even though Saruman is not present at the battle, his presence can still be felt on the battlefield through his lieutenant. On the turn this spell is cast Rohan units cannot be rallied.

Chief of the Dunlendings

Dunlending Hatred: Due to the Dunlending hatred of the "Straw heads", once per game the Chief of the Dunlendings may attempt to whip Dunlending units into a state of battle frenzy. For one game turn all Dunlending units are considered *Fanatical*.



Orc Captains

Orc Cunning: An Orc unit located in one of the three hexes shown (Eastern side of culvert) may be placed in the stream hex adjacent to, and West of the culvert hex. This movement is conducted in the Leader Special Abilities Phase. If a Rohan unit is placed in the hex where the orc Unit is to be placed, the Rohan unit is displaced, and Disrupted on a single d6 roll of 1-3. May be used once by each Orc Captain. Cannot be used once the culvert has been barricaded. The unit may retreat back through the culvert as a result of combat.

DEPLOYMENT AND REINFORCEMENTS:

Some of the units start the game on the game-map, while others arrive during the course of the game (*see Section 14.0*). Each side deploys the units listed in this section according to the general area to which they are assigned. They may be placed anywhere in their assigned area. The Sauron Player always places his units on the game-map first; then the Rohan Player deploys his units.

Isengard Initial Forces

The following units, identified by their Strength and Quantity, start the game anywhere within three hexes of the Eastern Edge of the game-map:

	Unit Type	Qty	Strength
	<i>Orc Archers</i>	6	e1Z
	<i>Orcs</i>	6	E1Z
	<i>Wargs</i>	4	D2Z
	<i>Guard</i>	1	B3Y
	<i>Captain</i>	1	-

Rohan Initial Forces

Placed in the Hornburg and behind the Deeping walls. Theoden, Eomer, and Aragorn, and their two guard units are placed anywhere inside the Burg (inner courtyard).

	Unit Type	Qty	Strength
	<i>Spearmen</i>	8	D3X
	<i>Armoured Archer</i>	2	De3X
	<i>Mounted Knight</i>	2	B3W
	<i>Cavalry</i>	2	Be3X
	<i>Archer</i>	6	e2X
	<i>Theoden</i>	1	-
	<i>Eomer</i>	1	-
	<i>Aragorn</i>	1	-
	<i>Legolas</i>	1	-
	<i>Gimli</i>	1	-
	<i>Rocks</i>	6	-
Dummy	<i>Rocks (Dummy)</i>	6	-

Placed anywhere along the Eastern hexsides of Helm's Dike.

	Unit Type	Qty	Strength
	<i>Spearmen</i>	4	D3X
	<i>Archer</i>	4	e2X
	<i>Gambling</i>	1	-

Rohan Reinforcements, Erkenbrand

Erkenbrand, Gandalf and infantry units come in on the NE/SE map edge at dawn. Could be random, but I remember Gandalf getting cranky when he was questioned about his arrival, something to the effect that he said to look for him to the East at dawn, like it was set in stone. *The reinforcements would be better troops in general than the defenders as they were the combat units that were re-mustered and sent to Helm's Deep.*

	Unit Type	Qty	Strength
	Infantry	3	D3X
	Heavy Inf	3	e2X
	Guard	1	B3W
	Erkenbrand	1	-

Rohan Reinforcements, Glittering Caves

On the turn when the *Horn of Hammerhand* is blown, the forces holed up in the Glittering caves are placed on the Western edge of the map. Any units or characters that move off the Western edge of the game before the game turn in which the horn is blown are placed with these reinforcements and will return with these reinforcements.

	Unit Type	Qty	Strength
	Infantry	2	D3X
	Archers	1	
	Units	Var	e2X
	Characters	Var	-

Isengard Reinforcements, Turn Two

Isengard units enter the Eastern edge of the map during the Isengard Movement Phase.

	Unit Type	Qty	Strength
	Uruk Archers	4	Ee3X
	Uruk Infantry	6	D2Y
	Uruk Guard	1	B3Y
	Captain	1	-
	Dunland Infantry	5	E2Y
	Dunland Archers	3	e1Y
	Dunland Cavalry	3	D2Y
	Dunland Guard	2	B3X
	Chief of Dunlendings	1	-
	Battering ram	1	-

Isengard Reinforcements, Turn Three

Isengard units enter the Eastern edge of the map during the Isengard Movement Phase.

	Unit Type	Qty	Strength
	Orc Archers	4	Ee3X
	Orc Infantry	6	D2Y
	Half-orc Guard	1	B3W
	Lieutenant of Isengard	1	-

SPECIAL FORMATIONS

Wedge: Rohan Cavalry may form into a Wedge as per standard rules. Basically just Theoden's and Eomer's 2 Guard units

Shieldwall: Rohan and Dunlending infantry may form into a Shieldwall as per standard rules.

DEMORALIZATION

Per the standard rules with the addition of points for taking the Deeping wall, the Hornburg.

VICTORY CONDITIONS

Wild speculations here:

Rohan: Not allow Saruman to accomplish his goals.

Saruman: Hold the Hornburg and Helm's Deep (area behind the wall) *Or* Saruman forces manage to kill Theoden, Eomer, and Erkenbrand thus denying Rohan of leadership.

OUTLINE OF THE SEQUENCE OF PLAY

A. Leader Special Ability Phase:

1. Isengard Leaders with Special Abilities may use them now.
2. After Isengard leaders use Special Abilities, Rohan leaders may now use their Special Abilities.

B. Forces of Isengard Assault Phase:

1. The Isengard Player may place ladders, attempt gate breaches, and attempt to detonate Blasting Fire.
2. Units used for assault warfare may move in the game turn in which they are so used.

C. Forces of Isengard Movement Phase:

1. The *Isengard* Player may move as many of his units as he wishes, within the restrictions of the Movement rules.

D. Forces of Isengard Combat Phase:

1. *Isengard* units with a missile rating may attack.
2. Once all missile combat is completed, *Isengard* units with a melee rating attack, including units with a combined missile/melee rating that shot in step one may attack.

E. Rohan Movement Phase:

1. The *Rohan* Player may move as many of his units as he wishes, within the restrictions of the Movement rules.

F. Rohan Combat Phase:

1. Rohan units with a missile rating may attack.
2. Once all missile combat is completed, including units with a combined missile/melee rating that shot in step one may attack.

G. Joint Rally Phase:

1. Both Players may use their Leaders to attempt to rally combat units that are disrupted.

H. Advance Game Turn

1. At the conclusion of the above sequence (A through G) the Game Turn Marker is moved to the next turn.

GAME MAP

