

[4.3] HELM'S DEEP TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost	Notes
<i>Clear:</i>	1 MP	
<i>Road:</i>	½ MP	
<i>Slope:</i>	1 MP Downslope 2 MP Upslope	
<i>Mountain:</i>	Impossible to all units	
<i>Stream:</i>	2 MP to enter hex.	
<i>Helm's Dike:</i>	3 MP. Impossible to Cavalry or Battering Ram.	Units on Dike ignore Zone of Control of units in Ditch hexside if <i>Rear Guard</i> in play.
<i>Wall Hexside</i>	3 MP to cross Wall hexside if on Ladder. Impossible to Cavalry, Blasting Fire, or Battering Ram.	
<i>Tower hexside</i>	1 MP if crossing arch hexside. 3 MP to cross Tower hexside if on Ladder. Impossible to Cavalry, Blasting Fire, or Battering Ram.	
<i>Gate Unbreached:</i>	1 MP if exiting Keep. 1 MP if entering Keep and under friendly control. Impossible to all others attempting to enter Keep.	No Zone of Control through Unbreached Gate hexsides. Isengard units may not cross into keep if Unbreached, unless under friendly control.
<i>Gate Collapsed:</i>	Impossible to all units	
<i>Gate Breached:</i>	2 MP to cross hexside.	
<i>Arch:</i>	1 MP	
<i>Ladders:</i>	3 MP to cross wall hexside. Impossible to Cavalry, Blasting Fire, or Battering Ram.	Any unit stacked with a Ladder is assumed to be using the Ladder.
<i>Culvert Unbreached:</i>	Impossible to all units except <i>Orc Cunning</i> special ability.	
<i>Culvert Collapsed:</i>	2 MP if crossing along Wall hex. Impossible to all units from Stream hexes.	
<i>Culvert Breached:</i>	2 MP Impossible to Cavalry, Blasting Fire, or Battering Ram.	
<i>Ramp:</i>	1 MP	May not move across Ramp, must only be entered from either end of Ramp.
<i>Rough:</i>	3 MP to enter hex. Impossible to Cavalry, Blasting Fire, or Battering Ram.	