

FROM THE GAMES
OF MIDDLE-EARTH

HELM'S DEEP

SEQUENCE OF PLAY

A. *Special Ability Phase*

1. Isengard leaders with *Special Abilities* may use them now.
2. After Isengard completes resolves their Special Abilities, the Westernesse player may use their *Special Abilities*, including *Horn of Helm Hammerhand*.
3. Where conflicts occur, the Westernesse *Special Abilities* will cancel or override any conflicting Isengard effects (*Voice of Saruman and The Horn of Helm Hammerhand* for example)

B. *Isengard Siege Phase*

1. The Isengard Player may place *Ladders*, use the *Battering Ram*, and attempt to detonate placed *Blasting Fire*.
2. Units used for siege warfare (*placing ladders for example*) may still move and conduct combat in the current turn.

C. *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. *Isengard Combat Phase*

1. *Isengard* units with a Missile rating may attack.
2. Once all Missile combat is completed, all Individual combat is resolved.
3. Once all Missile and Individual combat is completed, *Isengard* units with a Melee rating attack, including units with a combined Missile and Melee rating that shot in step one may attack.

E. *Westernesse Movement Phase*

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

F. *Westernesse Combat Phase*

1. *Westernesse* units with a missile rating may attack.
2. Once all Missile combat is completed, all Individual combat is resolved.
3. Once all Missile and Individual combat is completed, *Westernesse* units with a Melee rating attack, 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. Each leader may attempt to rally up to 3 units within 1 hex of the Leader.

H. *Advance Game Turn*

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