

# HELM'S DEEP CHARTS AND TABLES

[7.41a] CASUALTY PROBABILITY TABLE

Attacker Strength	Defender's Armour Protection Rating				
	0	1	2	3	4
<b>A</b>	2-11	2-10	3-9	2-8	4-7
<b>B</b>	3-10	4-9	4-8	2-7	3-6
<b>C</b>	4-9	4-8	2-7	4-7	4-6
<b>D</b>	3-8	2-7	5-8	6-8	2-5
<b>E</b>	2-7	4-7	6-8	3-6	5-6

Number required on a roll of two dice to inflict a casualty (e.g., "6-9", means that the total of both dice must equal 6, 7, 8, or 9 to inflict a casualty).

[7.41b] CASUALTY PROBABILITY TABLE (PERCENTAGE)

Attacker Strength	Defender's Armour Protection Rating				
	0	1	2	3	4
<b>A</b>	97%	92%	81%	72%	50%
<b>B</b>	89%	75%	64%	58%	39%
<b>C</b>	75%	64%	58%	50%	33%
<b>D</b>	69%	58%	56%	44%	28%
<b>E</b>	58%	50%	44%	39%	25%

Number required on a roll of percentage dice to rally (e.g., "64%", means that the total roll must be equal to less than 64 on the percentage die).

## ARMOUR PROTECTION RATING MODIFICATION

Combat Condition	Armour Protection Rating
Defending across an <b>Upslope</b> hexside.	
Defending across a <b>Stream</b> hex bank and in a non-stream hex.	
Defending across <b>Dike</b> and attacked from the <b>Ditch</b> side.	
Defending across <b>Wall</b> or <b>Tower</b> hexside from <b>Protected</b> hex.	+1
Defending from <b>Breached Culvert</b> hex.	
Defending across <b>Breached Gate</b> hexside.	
Defending from <b>Rough</b> hex.	
Defending while on <b>Ladder</b> .	
Defending against a <b>Fanatical</b> Unit	-1
Isengard unit and <b>Divine Light</b> Special Effect is in play.	
Defending across <b>Ditch</b> hexside and attacked from <b>Dike</b> hex.	
Melee between <b>Ramp</b> hex and non-ramp hex.	
Melee across <b>Unbreached Gate</b> hexside.	Not allowed.
Missile Combat across two <b>Levels</b>	

[7.42] CASUALTY RESULTS TABLE

1d6 Roll	Defender's Morale level			
	W	X	Y	Z
<b>1</b>	½E, r1	½E, r2	E	E
<b>2</b>	½E, r1	½E, r1	E	E
<b>3</b>	r2	½E, r1	½E, r1	E
<b>4</b>	r1	r2	r2	E
<b>5</b>	r1	r1	r2	r2
<b>6</b>	r1	r1	r1	r1

**r1, r2** = Defender retreats **1** or **2** hexes.

**½E**, = Defender reduced to half-strength; the affected unit must use its back printed strength for the rest of the game. If the unit is already in a reduced state, is eliminated.

**E** = Defender is eliminated.

- = No effect.

**Morale Rating** decreased by one when defending against a **Fanatical** unit.

FANATICAL	
<b>Westernesse:</b>	All Morale Rating <b>W</b> and <b>X</b> unit when Demoralized.
	All units when <b>The Horn of Helm Hammerhand</b> is in play.
<b>Dunlending:</b>	When <b>Dunlending Hatred</b> is in play.

[7.26] LEADER/INDIVIDUAL COMBAT RESULTS TABLE

Combat Differential (Attacker minus Defender)								
1d6 Roll	+6	+5 or +4	+3 or +2	+1	0	-1	-2 or -3	-4
<b>1</b>	Dr2	-	Ar2	Ar2	A½e	A½e	Ae	Ae
<b>2</b>	D½e	Dr2	-	Ar2	Ar2	A½e	A½e	Ae
<b>3</b>	D½e	D½e	Dr2	-	Ar2	Ar2	A½e	A½e
<b>4</b>	De	D½e	D½e	Dr2	-	Ar2	Ar2	A½e
<b>5</b>	De	De	D½e	D½e	Dr2	-	Ar2	Ar2
<b>6</b>	De	De	De	D½e	D½e	Dr2	-	Ar2

**Dr2, Ar2** = Defender or Attacker retreat two hexes.

**D½e, A½e** = Defender or Attacker reduced to half-strength; the affected Leader must use its back printed strength for the rest of the game. If the leader is already in a reduced state, he is eliminated.

**De, Ae** = Defender or Attacker is eliminated.

- = No effect.

**-1** to **Rally Rating** for leader in Individual Combat while on a Ladder.



[8.37] LEADER RALLY TABLE

Leader Rating	Total Needed to Rally	Percentage
1	4-5	19%
2	6-7	31%
3	3-6	39%
4	4-7	50%
5	3-7	56%
6	3-8	69%
7	3-9	81%
8	3-10	89%

Number required on a roll of two dice to rally (e.g., “4-7”, means that the total of both dice must equal 4, 5, 6, or 7 to rally).

Number required on a roll of percentage dice to rally (e.g., “64%”, means that the total roll must be equal to less than 64 on the percentage die).

[4.1] MOVEMENT ALLOWANCES

Unit	Movement Allowance	Notes:
Infantry	4	May not use <b>Missile</b> combat while stacked with ladder.
Cavalry	6	Cannot cross <b>Helm’s Dike</b> hexside. May not cross <b>Wall</b> or <b>Tower</b> hexes (breached or not).
Leaders	6	May use <b>Special Abilities</b> if applicable.
Blasting Fire	4	Must be stacked with <b>Orc</b> or <b>Uruk unit</b> to move. May not cross unbreached <b>Wall</b> or <b>Tower</b> hexsides.
Ram	3	Must be stacked with <b>Dunlending</b> unit to move. May not cross <b>Dike</b> , <b>Wall</b> or <b>Tower</b> hexsides (breached or not).
Horn of Hammerhand	-	Does not move.
Keep	5	Unit must move entirely inside Keep or along walls.

OUT OF PHASE MOVEMENT AND ACTIONS

Combat Unit	Condition	Effect
Cavalry	Before Melee and defending solely against Infantry	Retreat 1 or 2 hexes, disrupted on 1-3. Attacker may advance into vacated hex.
Missile Only	Before Melee and unit is Missile only.	Retreat 1 or 2 hexes, disrupted on 1-3. Attacker may advance into vacated hex.
Any	After Melee attack	May Advance into hex if vacated.
Any	Unit in hex with Rocks	May drop Rocks on enemy unit in adjacent lower Level hex.
Infantry	Wall or Gate breached during Siege Phase	May advance one hex across/into breach.

[15.4] NO RAM BREACH PROBABILITY TABLE

Attack Rating	2d6 Roll Required to Breach		
	Gate	Main Gate	Culvert
A	3-11 (94%)	Prohibited	Prohibited
B	4-10 (83%)		
C	5-9 (66%)		
D	6-8 (44%)		
E	7 (16%)		

Number required on a roll of two dice rally (e.g., “5-6”, means that the total of both dice must equal 5, or 6 to breach gate).

Number in parentheses required on a roll of percentage dice to rally (e.g., “64%”, means that the total roll must be equal to less than 64 on the percentage die).

See table 4.3 for Movement and Combat effects of breach.

[20.4] BATTERING RAM BREACH PROBABILITY TABLE

2d6 Roll Required for Battering ram to Breach		
Main Gate	Gate	Culvert
6-7 (31%)	Automatic	Prohibited

Number required on a roll of two dice rally (e.g., “5-6”, means that the total of both dice must equal 5, or 6 to breach gate).

Number in parentheses required on a roll of percentage dice to rally (e.g., “64%”, means that the total roll must be equal to less than 64 on the percentage die).

See table 4.3 for Movement and Combat effects of breach.

[20.5] BLASTING FIRE BREACH TABLE

1d6 Die Roll	Result	Effect
1	Dud	No effect.
2	Collapse	Hex <i>Impassable</i> for remainder of game.
3-6	Breach	Gate or Culvert is Breached (see 4.3 for effects on Movement and Combat).

Number required on a roll of one dice (e.g., “2”, means that the Gate or Culvert has Collapsed).

Blasting Fire may be Used against all gates and the culvert.

Blasting Fire must be adjacent to Gate hexes, or in the culvert hex to breach.

See table 4.3 for Movement and Combat effects of breach.