

FROM THE GAMES  
OF MIDDLE-EARTH  
**HELM'S DEEP**  
EXCLUSIVE RULES

(V1.02, 29 December, 2021)

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## [11.0] INTRODUCTION

Helm's Deep is a variant based on the game 'Gondor' (published by Simulations Publications Inc. in 1977).

Helm's Deep simulates the decisive defeat of Saruman's forces in J.R.R. Tolkien's fantasy novel, The Lord of the Rings. The simulation depicts a besieged Helm's Deep, stronghold and refuge of Rohan, attempting to hold out against a variety of forces owing allegiance to Saruman.

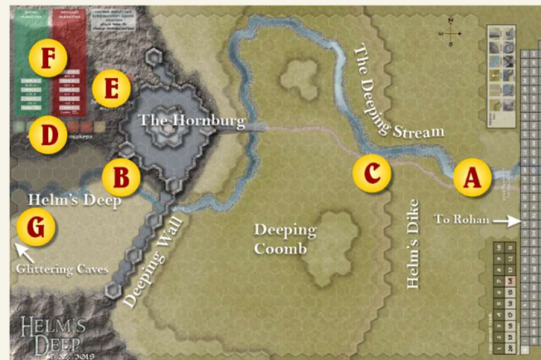
The Standard Rules for The Games of Middle Earth are required to play Helm's Deep.

## [11.1] LIVING RULES UPDATES

To aid in finding changes between the different versions of the rules the latest changes will appear in 'red', and previous changes will appear in 'blue'.

## [11.2] THE GAME MAP

The 20" x 30" Game Map portrays the area in which the battle of Helm's Deep was fought. It includes all the significant terrain.



(A) Isengard initial forces and reinforcements, Erkenbrand reinforcement.

(B) Westernesse Hornburg initial forces

(C) Westernesse Helm's Dike initial forces

(D) Special Ability Markers are placed here

(E) Demoralization Markers are placed here

(F) Casualty Boxes, eliminated Units are placed here.

(G) Glittering Caves reinforcements

## [12.0] GAME LENGTH

Helm's Deep is played for twenty Game-Turns. Game-Turns one through thirteen are Night Turns (see Section 10.0 and Standard Rule Amendments).

### [13.0] INITIAL DEPLOYMENT OF UNITS






The forces attacking Helm's Deep are collectively called Isengard forces; those defending the stronghold and/or coming to her aid are called, collectively, Westernesse forces.

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. It should be noted that the Reinforcement Zone on the eastern side of the game board is *not* considered part of the Game Map; it is simply used as a setup area for reinforcements. The Isengard Player always places his Units on the Game Map first; then the Westernesse Player deploys his Units.

#### CASES:

##### [13.1] 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 (Cavalry)</i>	4	D2Z
 <i>Uruk Guard</i>	1	B3X
 <i>Captain</i>	1	4 Rally




##### [13.2] WESTERNESSE INITIAL FORCES

The following Units, identified by Strengths and Quantity, may be placed in the Hornburg and behind the Deeping Walls.

Théoden, Éomer, and Aragorn, and their two guard Units are placed anywhere inside the Hornburg inner courtyard:

Unit Type	Qty	Strength
 <i>Infantry</i>	8	D3X
 <i>Armoured Archer</i>	2	De3X
 <i>Knights (Guard)</i>	2	B3W
 <i>Light Cavalry</i>	2	De3X
 <i>Archer</i>	5	e2X
 <i>Théoden</i>	1	6 Rally
 <i>Éomer</i>	1	5 Rally
 <i>Aragorn</i>	1	7 Rally
 <i>Legolas</i>	1	4 Rally
 <i>Gimli</i>	1	4 Rally
 <i>Rocks/Dummy</i>	6/6	(see 20.8)

The following Units, identified by Strengths and Quantity, may be placed anywhere along the western hexsides of Helm's Dike:

Unit Type	Qty	Strength
 <i>Infantry</i>	4	D3X
 <i>Archer</i>	4	e2X
 <i>Gamling</i>	1	4 Rally

### [14.0] REINFORCEMENTS

Players receive reinforcements according to the schedules below. Units arriving as reinforcements may be placed on the edge of the Game Map adjacent to their designated entrance hexes or areas.

During the given Player's Movement Phase, they may move their reinforcements on to the Game Map using all standard movement and stacking rules.

The first hex entered on the Game Map is treated in the normal fashion in terms of usage of Movement Points. A Player should note that, if they bring Units on one behind another (*visualize a chain*), then the first Unit expends, say, one Movement Point while the second expends two to enter the Game Map, the third, three, etc. This situation is more likely to occur with the Isengard reinforcements, which are too numerous to enter the Game Map all at the same time. Reinforcements may be brought in at any time during the Movement Phase, and they may move and attack freely, just as any other Unit.

#### CASES:





##### [14.1] ISENGARD REINFORCEMENTS

The following Units arrive on the designated Game-Turn. They enter anywhere along the eastern edge of the map during the Isengard Movement Phase (see 14.0). Blasting Fire may be brought on by Orc and Uruk Units starting with the **Turn 2** reinforcements.





#### Turn Two

Unit Type	Qty	Strength
 <i>Uruk Archers</i>	2	Ee3X
 <i>Uruk Infantry</i>	3	D2Y
 <i>Uruk Guard</i>	1	B3X
 <i>Captain</i>	1	4 Rally
 <i>Dunland Infantry</i>	4	E2Y
 <i>Dunland Archers</i>	2	e1Y
 <i>Dunland Cavalry</i>	3	D2Y
 <i>Dunland Guard</i>	1	B3X
 <i>Chief of the Dunlendings</i>	1	5 Rally
 <i>Battering Ram</i>	1	(see 20.2)


### Turn Three

Unit Type	Qty	Strength
 <i>Uruk Archers</i>	2	Ee3X
 <i>Uruk Infantry</i>	3	D2Y
 <i>Dunland Infantry</i>	4	E2Y
 <i>Dunland Archers</i>	2	e1Y

### Turn Four

Unit Type	Qty	Strength
 <i>Uruk Archers</i>	4	Ee3X
 <i>Uruk Infantry</i>	4	D2Y
 <i>Half-orc Guard</i>	1	B3W
 <i>Lieutenant of Isengard</i>	1	5 Rally

### Any Time After Turn One







Unit Type	Qty	Strength
 <i>Blasting Fire/Dummy</i>	6/6	(see 20.3)

### [14.2] WESTERNESSE

Westernesse Reinforcements may arrive in Special Formations (see Case 8.4). Furthermore, arriving Westernesse reinforcements may attack Enemy Units blocking their passage onto the Game Map if necessary.



### [14.21] Erkenbrand

Erkenbrand, Gandalf, and infantry Units come in on the Eastern map edge, at dawn on **Turn 14**, during the Westernesse Movement Phase.

Unit Type	Qty	Strength
 <i>Infantry</i>	3	D3X
 <i>Heavy Inf</i>	2	C3X
 <i>Guard</i>	1	B3W
 <i>Riders</i>	1	C3X
 <i>Erkenbrand</i>	1	5 Rally
 <i>Gandalf</i>	1	8 Rally

### [14.22] 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 Game Map. Any Units or Characters that move off the Western edge of the Game Map, before the Game Turn in which the horn is blown, are placed back on the map with these reinforcements.

Unit Type	Qty	Strength
 <i>Infantry</i>	2	D3X
 <i>Archers</i>	1	e2X
* <i>Units</i>	Var	-
* <i>Characters</i>	Var	-

\* Westernesse Units or Leaders that left the map via the Western edge during play may now return.

## [15.0] HELM'S DEEP & THE HORNBURG

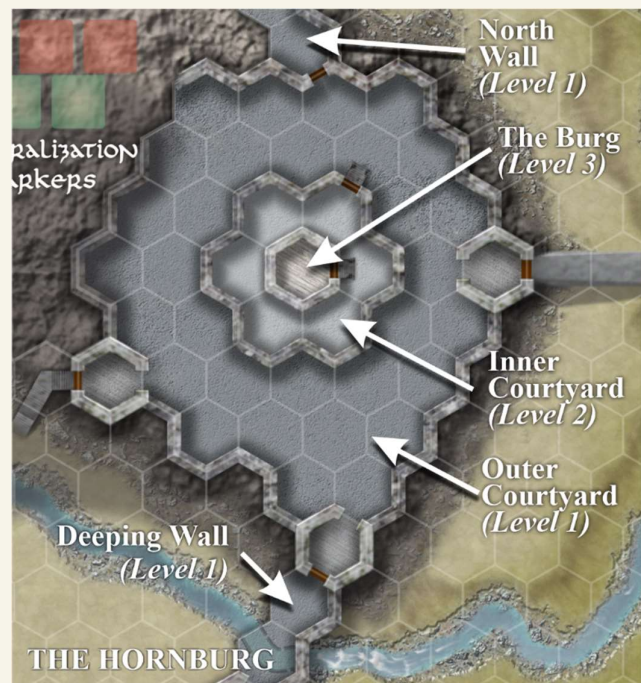
Helm's Deep, named for Helm Hammerhand, was a fortified gorge in the White Mountains located below the Thrihyrne. It lay near the Westfold and was commonly known as the location of the Hornburg. It was a stronghold and refuge for the Rohirrim (*men of Rohan*).

The Hornburg is the structure sitting on The Horn Rock and forming the principal element of the gorge's fortifications. It is set at the mouth of the gorge and is surrounded by two rings of walls. Each ring of walls delineates a different "Level" of the fortification.

### CASES:

#### [15.1] HORNBURG LEVELS

[15.11] Each level of the Hornburg is higher than the levels outside it. Thus, the first level of the Hornburg is the lowest level; the second level is higher than the first level but lower than the central tower. The central tower is the highest level of the Hornburg.



[15.12] Units may never move through an unbreached Wall or Tower hexside to a higher level (see Case 15.11) without using Ladders or Gates. They may only use a Gate if they control the Gate (see Case 15.15).

[15.13] Units may move through a Wall or Tower hexside to a lower level. To do so costs that Unit its entire Movement Allowance, unless using a Gate, and a Unit may not enter an Enemy ZOC in so crossing a Wall.

[15.14] Towers are considered higher than any other type of hex adjacent to it and must be treated in accordance with Cases 15.12 and 15.13.

[15.15] Units may only move through unbreached Gates that are controlled by their side, at the cost of one Movement Point. A breached Gate costs an additional



Movement Point to cross. The last side to have any Unit either occupy or pass through **both** hexes adjacent to an unbreached Gate hexside controls that Gate.

[15.16] Gates will **always** be under the control of one side or the other. The Westnesse Player is considered in control of all Gates at the beginning of the game.

[15.17] Zones of Control do **not** extend through Walls, Towers, or unbreached Gates.

### [15.2] HORNBURG MAIN GATE & RAMP

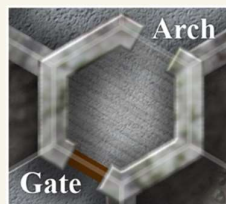
[15.21] The Hornburg Main Gate may only be crossed by Isengard forces after it has been breached using a Battering Ram or Blasting Fire, Units without a Battering Ram or Blasting Fire cannot breach the Main Gate.

[15.22] A Westnesse 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 the Gate is breached.



[15.23] Units may only enter or exit ramp hexes at each end (*i.e. it is not possible to jump off the side, not even at the top or bottom*). Units on the Ramp may only Melee or be Meleed by enemy units on the Ramp or in the two entrance hexes. No Zone of Control extends off the Ramp except across the end of the Ramp and a Breached Main Gate. The Ramp does not block Line of Sight for Missile Combat.

### [15.3] GATES & ARCHES (*Excluding Main Gate*)



[15.31] Arches may be freely passed through by either side. A Zone of Control extends through an Arch hexside.

[15.32] Westnesse controlled Gates must be breached by Isengard Units before they can move through the Gate. The Main Gate may only be breached using the Battering Ram or Blasting Fire. Any Isengard Unit without a Battering Ram may attempt to breach other Gates; using a Battering Ram makes the breach automatic.

### [15.4] NO-RAM BREACH TABLE (2d6)

(See No-Ram Breach Table 15.4)

### [15.5] TOWERS

[15.51] Towers may only be crossed through Gate or Arch hexsides.

[15.52] Units can pass through the Towers between Wall hexes at no Movement Point penalty.

[15.53] Towers are considered to be on the same Level but higher than Wall hexes they are part of.

[15.54] Units fighting from a Tower have their Armour Protection Rating raised by 1 (*max 4*) and the Armour Protection Rating of the attacked Unit is reduced by 1 (*min 0*).

### [15.6] ROUGH TERRAIN

The Horn Rock was a spur of shear rocks jutting out from the White Mountains on which the Hornburg was built.

[15.61] Entering a Rough hex requires a Unit to consume 3 Movement Points. Rough hexes are impassable to cavalry, Blasting Fire, and the Battering Ram.



[15.62] The indicated hexes adjacent to the Hornburg and Mountains are considered Rough hexes.

### [15.7] SPECIAL RULES

[15.71] All Westnesse Combat Units (*not Leaders*) have a Movement Allowance of 5 if moving *entirely* inside the Hornburg and/or along the Deeping Wall.

[15.72] Cavalry Units may never cross a Wall or Tower hexside, whether it is breached or not. They may only enter a different fortress level through a Gate.

### [16.0] HELM'S DIKE

Helm's Dike was an earthen wall and trench that shielded the Deeping-Coomb. The ancient dike was built as an outlying defence of the Hornburg, a quarter mile in front of the burg and the Deeping Wall. It stretched a mile from cliff to cliff.

#### CASES:

### [16.1] MOVEMENT & COMBAT EFFECTS

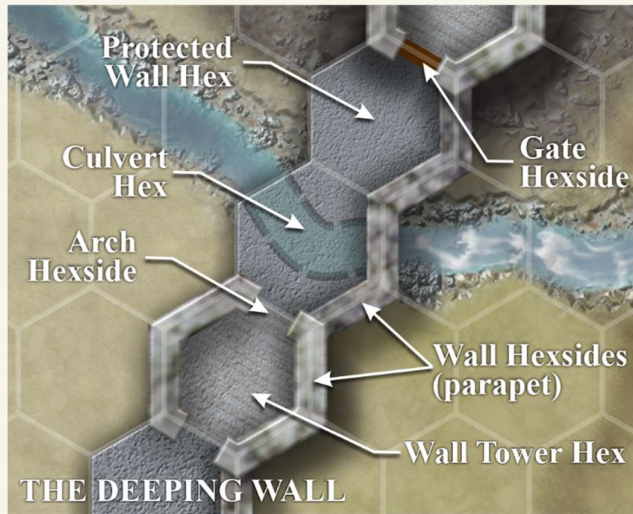
[16.11] The Eastern hexside of the Dike is considered the Ditch. Infantry Units in the Ditch hexside, and defending across the Dike have their Armour Protection Rating reduced by one (*min. 0*) against units attacking from a dike hex.



[16.12] The Dike costs 2 additional Movement Points to cross. Cavalry Units cannot move or fight across the Dike hexside. Infantry Units *on the dike*, and defending across a Dike hexside (*west of hexside*) have their Armour Protection Rating raised by one (*max. 4*).

## [17.0] THE DEEPING WALL

The Deeping Wall was a long, twenty-foot-high wall of stone which formed part of the Hornburg. Wide enough for four men to walk abreast. The outer face of the wall was smooth and curved outward at the top, making it difficult for attackers to raise Ladders.



### CASES:

#### [17.1] MOVEMENT & COMBAT EFFECTS

[17.11] There are no restrictions on access to the Wall from within the fortification. Units outside of the fortification may only access the Wall with Ladders.

[17.12] Units may retreat off the back edge of the Wall (*into the Deep*). Units cannot retreat across a Wall hexside to a lower level, but instead are eliminated if forced to retreat.

[17.13] Units may move along the Wall including through Tower hexes with no Movement Point penalty.

[17.14] Units outside of the fortification may not attack Units behind the Wall unless a Ladder is in place. There is no such restriction on attacks by Units inside the fortification.

## [18.0] THE CULVERT

As well as possibly being the most important part of the Fortress, the Deeping Wall was the most vulnerable. For contained within the wall was a culvert which served as a drain for the water that would accumulate from the steady flow of the Deeping Stream.



### CASES:

#### [18.1] MOVEMENT & COMBAT EFFECTS

[18.11] The Culvert is considered impassable by all Units unless it has been breached by Blasting Fire (*it then costs one additional Movement Point*), or the Orc Cunning Special Ability is in play. Players may freely move along the Wall hex that contains the Culvert.

[18.12] The Culvert is *always* impassable to cavalry and the Battering Ram.

[18.13] The Culvert may be destroyed with Blasting Fire, thus creating a breach, or in some cases collapsing the Culvert, rendering it impassable through the Stream hexes. Units can pass along the Wall across the top of the Culvert once breached or collapsed at a cost of one additional Movement Point.

[18.14] An unbreached Culvert may only be attacked through a Culvert hexside. Once breached, it may also be attacked by a Unit on a Wall or Tower.

[18.15] Whether breached or unbreached, all Units fighting from the Culvert hex have their Armour Protection Rating increased by 1 (*max. 4*).

## [19.0] THE DEEPING STREAM

A stream that arises from a gorge in the White Mountains that flows through a culvert in the Deeping Wall before passing into the lands of Rohan.

### CASES:

#### [19.1] MOVEMENT & COMBAT EFFECTS

[19.11] The Deeping Stream includes the Stream hexes and bank hexsides.

[19.12] It costs one additional Movement Point to enter a Stream hex, including moving from one Stream hex to another.



[19.13] Defenders attacked from a Stream hex, and across the Stream bank hexside, have their Armour Protection Rating increased by 1 (*max. 4*).

## [20.0] SIEGES

The object of the game, for the Isengard Player, is to take and hold The Hornburg. To do this he must besiege the fortification and use his Siege Equipment to go through or over the Walls. The following rules explain the use of such equipment, as well as other rules pertaining to siege warfare and various means used to advance it.



## CASES:

### [20.1] SIEGE EQUIPMENT

Siege Equipment consist of Ladders, Rocks, the Battering Ram and Blasting Fire.

[20.11] Siege Equipment is used only for Sieges. It may not be used for, and has no effect on, Melee and Missile Combat and has no ZoC.

### [20.2] THE BATTERING RAM

The Battering Ram is used to breach the Gates of the Hornburg by rolling on the Ram Breach Probability Table



[20.21] The Battering Ram must be carried by a Unit of Dunlending Infantry. The Unit carrying the Battering Ram has their movement reduced by one.

[20.22] If the Unit carrying the Battering Ram retreats, or is eliminated, the Battering Ram counter is left in the hex. It may be picked up by another Dunland Unit on subsequent turns. The Battering Ram is never destroyed.

[20.23] Roll 2d6 during the Siege Phase and consults the Ram Breach Table (see Table 20.4) and apply the effects.

### [20.3] BLASTING FIRE

Blasting Fire is used to breach a Gate or the Culvert. A Unit must place the Blasting Fire in the Culvert or in the hex adjacent to a Gate to attempt a breach.



(front) (back)

[20.31] Blasting Fire counters are stacked with Orc or Uruk Units when Units come on the board as reinforcements in turn two, three, or four. Six of the counters are real, six are dummies.

[20.32] Blasting Fire counters move with the Unit they are stacked with during the Movement Phase. There is no Movement Point penalty for carrying Blasting Fire. A Blasting Fire counter is eliminated if the carrying Unit is eliminated due to Missile or Melee Combat. Routed Units may continue to carry Blasting Fire.

[20.33] The Blasting Fire marker is placed in the Culvert or adjacent to a Gate hexside from the hex adjacent to the Culvert, or adjacent to a Gate hexside at any time during a Unit's movement, at no Movement Point cost. It is then flipped to the "placed" side. The Blasting Fire detonation attempt will be conducted in the following Siege Phase. If the Unit that placed the Blasting Fire does not have enough Movement Points to exit the hex after placing the Blasting Fire, it will be eliminated if the Blasting Fire detonates (*might be a dud*). The Unit can always carry the Blasting Fire for an additional turn to assure escape, but hey, they're orcs, so who really cares.

[20.34] Any Unit on the Wall hex over the Culvert, or adjacent to opposite side of the Gate hexside when the Blasting Fire is detonated will suffer a roll on the Casualty Results Table (see Table 7.42).



*Breach attempt against Gate or Culvert; Any Unit in the red hex is eliminated if the Blasting Fire detonates.*



*Any Unit in the yellow hex must take a roll on the Casualty Results Table (see 7.42). if the Blasting Fire detonates.*

[20.35] For the Main Gate or Culvert, roll 1D6 during the Siege Phase, consult the Blasting Fire Table (see Table 20.5), and apply the effects. For any Gate, other than the Main Gate, the breach is automatic when the Blasting Fire is detonated. Another Unit may attempt to place Blasting Fire on following turns if the result on the table was a 1. Once the Main Gate or Culvert is collapsed or breached no further Blasting Fire may be used on that location.

[20.36] To indicate that the Culvert or a Gate is breached, the Isengard Player should place a 'Breached' Counter in an adjacent hex with the Arrow pointing toward the appropriate hexside. In the case of a collapse, an 'Impass' marker is placed instead.

### [20.4] RAM BREACH TABLE (2d6)

(See Ram Breach Table 20.4)

### [20.5] BLASTING FIRE BREACH TABLE (1d6)

(See Blasting Fire Breach Table 20.5)

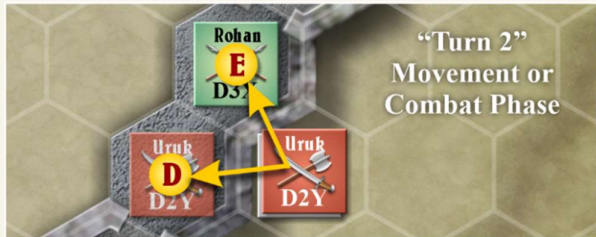
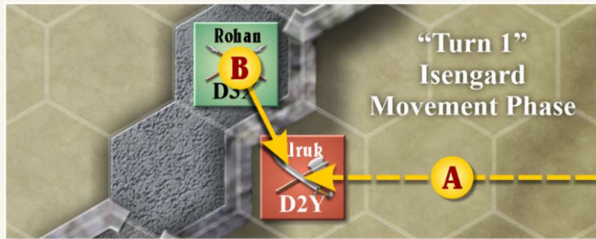
### [20.6] SCALING WALLS & TOWERS



There is only one way to cross unbreached Wall or Tower hexsides from a lower to a higher level; using Ladders. Breached Wall, or Gate hexsides may always be crossed, as per the Terrain Effects Chart (see Table 4.3), without using such Equipment.

[20.61] In order to use Ladders to scale Walls, a Combat Unit first moves adjacent to the designated Wall (*or Gate, etc.*) hexside during their normal Movement Phase. Ladders are placed during the Siege Phase of the following turn, and can be used in that turn to cross the Wall during their normal Movement Phase at a cost of 3 additional Movement Points (*Note that Units need not carry Ladder counters; they are simply available when adjacent to the Wall*).

[20.62] Ladders are left in place so following Units can use them as normal at a cost of 3 additional Movement Points.



The Uruk Unit moves adjacent to the Wall during their "Turn 1" Movement Phase (A). The Uruk Unit cannot attack the Rohan Unit on the Wall as they are not yet on a Ladder. The Rohan Unit (B) may attack during the Westernessee Melee Combat Phase but do not have to. (Units on Ladders do not exert a Zone of Control).

If the Uruk Unit survives the Westernessee Combat phase, they may place a Ladder in their "Turn 2" Siege Phase (C). They may advance into vacant hex (D) during their Movement Phase, or attack Unit (E) during their Combat Phase (A Zone of Control does not extend through an unbreached wall). This combat example is for illustrative purposes only, normally a Unit will only attack a Unit on the Wall from a Ladder if there are no vacant Wall hexes to enter during their Movement Phase.

[20.63] Units on Ladders **do not** have a Zone of Control.

[20.64] Units in the same hex as Ladders **may not** conduct missile combat.

[20.65] Units stacked with Ladders subtract 1 from their Armour Protection Rating (*min 0*) when either Meleed or attacked by Missile Fire.

[20.66] Leaders engaging in individual combat subtract 1 from their Rally Ratings if they are stacked with a Ladder and engaging in individual combat through a Wall or Tower hexside.

[20.67] If a Combat Unit in a hex with a Ladder suffers any adverse combat result from Melee (*not Missile Fire*) the Ladder is destroyed. The Unit takes casualties normally. Note that the number of Ladders is restricted by the counter mix; once destroyed, and Ladder counters may not be used again.

[20.68] Cavalry Units may not use Ladders to cross Walls, nor may the Battering Ram or Blasting Fire; Siege

Equipment may cross Walls only through breached or controlled Gate hexsides.

### [20.7] ADVANCE DURING SIEGE COMBAT

There are special rules concerning movement during the Siege Phase. This movement is in addition to any normal movement and does not cost any Movement Points.

[20.71] Any infantry-type Unit adjacent to a hexside that has been breached by the Battering Ram in a given Siege Phase and is stacked with the Battering Ram may move through the newly breached hexside into the adjacent hex. Such an advancing Unit may not enter an Enemy-occupied hex or an Enemy ZOC.

[20.72] Advance During Siege is treated as Advance After Combat (*see case 7.5*). The option to advance must be exercised immediately after the breach occurs. The advance is voluntary, not mandatory.

### [20.8] ROCKS



The defenders of Helm's Deep have the ability to use one of the classic defensive weapons of siege warfare; Rocks, dropped on Enemy Units. Its effects can be, shall we say, hard hitting.

[20.81] The Westernessee Player receives six Rock counters as well as six Dummy Rock counters. Dummy Rocks say "Dummy" on their reverse side. Rocks are deployed in any Wall or Tower hex, including Gate hexes.

[20.82] Rock counters never move and are left in a hex if a stacked Unit retreats or is eliminated. Rocks are never destroyed, but the counter is removed once used.

[20.83] Dummy Rocks have no capability except to confuse the Isengard Player. They are removed when their hex is occupied, or passed through, by an Isengard Combat Unit or Leader.

[20.84] Rock counters do not count against stacking; a Combat Unit may start a Combat Phase in the same hex as Rocks.

[20.85] During the Isengard Movement Phase, if a Westernessee Combat Unit, even if disrupted, occupies a hex containing Rocks and that hex is adjacent to, and on a higher level than, a hex containing/entered by an enemy Combat Unit the Unit may "drop" the Rocks on the Unit, and roll on the Casualty Results Table (*see Table 7.42*) to determine the effects.

The Rohan Unit (B) can drop the Rocks they are stacked with on the Uruk Unit (A) as soon as the Uruk Unit moves adjacent to the Wall hex.



[20.86] The Westernessee Unit can drop the Rocks at any point during the enemy player's Movement Phase. This is an exception to the no-combat during movement rule. Remember, some of those counters may be dummies!



## [21.0] UNIT & LEADER SPECIAL ABILITIES & MAGIC

Unlike the games Gondor and Sauron, Helm's Deep does not use the Case 8.5, nor the Magic Capabilities Chart when using these Spells (or Special Abilities). The casting, or use of Special Abilities and Spells is automatic, no die roll is necessary. All Special Abilities and Spells last for one Game-Turn unless otherwise specified. When a Special Ability is announced the appropriate counter is placed on the Character using that ability. In the case of The Horn of Hammerhand, the counter is flipped to its "Active" side.

Each Spell or Special Ability may be used only once per game, and they are resolved during the Leader Special Ability Phase, unless specified otherwise. Where conflicted, the last Spell/Special Ability used overrides previous Spell/Special Ability. If both sides use Special Abilities on the same turn, the one announced last will take precedence.

**Example:** *The Horn of Hammerhand will cancel the Voice of Saruman as the Westernesse Player announces Special Abilities after Saruman in the Special Ability Phase.*

### CASES:

#### [21.1] GANDALF SPELL



##### [21.11] Divine Light:

As one of the Istari, Gandalf is allowed to reveal a small part of his true self, striking fear and dismay upon his enemies.

**Precondition:** Gandalf must be present on the map before Divine Light can be cast.

**Effect:** Isengard Units may not rally this turn, and the Armour Protection Rating of all Isengard Units is lowered by one (*min 1*).

#### [21.2] THÉODEN SPECIAL ABILITY



##### [21.21] For Death and Glory:

**Precondition:** Théoden forms a Wedge (see Case 8.4) with Cavalry Units during the Leader Special Abilities Phase.

**Action/Effect:** Unlike with normal Wedges Théoden's Wedge *may* move and conduct combat in the current turn during the Westernesse Movement Phase. In addition, the Wedge gains a second round of combat against an adjacent Unit if they advance after combat.

#### [21.3] GAMLING THE OLD SPECIAL ABILITY

##### [21.31] Rear Guard:



**Precondition:** Gamling must be on the map and not have been removed as a casualty to use Rear Guard.

**Action/Effect:** During the Leader Special Abilities Phase, all Units on or within two hexes of a Dike hex, including disrupted Units (*they remain Disrupted after the special*

*Rear Guard Movement*), may make a move towards the Hornburg with 1.5 times their normal Movement Allowance. Units in an enemy ZoC may leave the ZoC but may not enter any other enemy ZoC during their movement.



#### [21.4] ARAGORN SPECIAL ABILITY

##### [21.41] Sortie:



There was a small sally port located to the North-West of the Main Gate (*not shown on map*) with a small path that led to the ramp of the keep. Aragorn may perform a sortie against a Unit on the ramp adjacent to the Main Gate.

##### **Precondition:**

Aragorn must be stacked with a non-cavalry Combat Unit at the beginning of the Game Turn in one of the three hexes shown.



**Action:** Aragorn and the Unit (*and, optionally, any other Characters in Aragorn's hex*) are moved to the hex outside the keep, adjacent to the ramp as shown. If the hex is occupied by an Isengard Unit, it is displaced. No disruption is applied to the displaced Unit nor to any Unit affected by the domino effect.

**Resolution:** During the Special Ability Phase the Unit Aragorn is stacked with may make a Melee attack against an enemy Unit on the ramp and adjacent to the Main Gate. A Unit on the ramp may be attacked across the Ramp hexside, this is an exception to the usual rule.

The Isengard Unit attacked by Aragorn has their Morale Rating decreased by 1 (*min 2*) for each additional Westernesse Character stacked with Aragorn that successfully rolls their Rally Value or less on 1D6. This only applies for combat occurring during the Special Abilities Phase in which the Special Ability is invoked.

**Postcondition:** After the attack the Unit and Aragorn *may* Retreat back through the Wall during the Westernesse Movement phase. If the Units conducting the Sortie suffer an 'r' combat result during the Game Turn in which the sortie occurs, they may retreat to the original hex inside the fortification. If the Unit suffers an '1/2E', or 'E' roll for each Character as normal (*see Case 8.24*).



## [21.5] THE HORN OF HELM HAMMERHAND

### [21.51] The Horn is Blown!

*“Helm had a great horn, and soon it was marked that before he sallied forth, he would blow a blast upon it that echoed in the Deep; and then so great a fear fell on his enemies that instead of gathering to take him or kill him they fled away down the Coomb” – Annals of the Kings and Rulers.*



(front) (back)

This rule simulates the effect the blowing of the Horn had during the battle of Helm’s Deep.

**Precondition:** The horn is placed in the central tower at the beginning of the game, and never moves. To ‘blow’ the horn, a Unit or Character must be stacked with the horn. The horn is ‘blown’ in the Westernesse Leader Special Abilities Phase. The Unit or Character that blew the Horn *may not* move during the Westernesse Movement Phase of the current turn.

**Effect:** Once per game the horn may be blown with the following effects taking effect during the Special Abilities Phase and lasting for one complete Game Turn:

- No Isengard Units may attempt to rally.
- Attempt to rally all disrupted Westernesse Units as if the horn had a Leadership value of **6**.
- All attacking Westernesse Units are considered Fanatical.
- Units in the Glittering Caves answer the call. The reinforcements listed in Case 14.22 arrive in the designated hexes on the western map edge. If the hex is occupied by an Isengard Unit, it is displaced. No disruption is applied to the displaced Unit nor to any Unit affected by the domino effect.

All the Horn’s effects apply, regardless of the Westernesse Demoralisation Level.

## [21.6] LIEUTENANT OF ISENGARD SPELL

### [21.61] The Voice of Saruman:

Even though Saruman is not present at the battle, his presence can still be felt on the battlefield through his lieutenant.



**Precondition:** The Lieutenant counter must be on the map to cast The Voice of Saruman.

**Effect:** Westernesse Units may not be rallied this turn.

## [21.7] CHIEF OF THE DUNLENDINGS SPECIAL ABILITY

### [21.71] Dunlending Hatred:

Due to the Dunlending hatred of the “Straw heads”, the Chief of the Dunlendings could bring up past misdeeds the Rohirrim had inflicted upon the Dunlendings, whipping them into a state of battle frenzy.



**Action/Effect:** For one Game Turn all Dunlending Units are considered Fanatical.

## [21.8] ORC CAPTAINS SPECIAL ABILITY

### [21.81] Orc Cunning:

Far from being dim witted, orcs could show great cunning at times, like sneaking through the culvert that ran under the Deeping Wall.



**Action/Effect:** An Orc Unit, including Uruk units, located in one of the three hexes shown (*east side of Culvert*), and stacked with or adjacent to an Orc Captain, may be placed in the Stream hex adjacent to, and west of the Culvert hex during the Leader Special Abilities Phase. The Orc Captain may be placed with the unit that moved through the Culvert.



If a Westernesse Unit is present in the hex where the Orc Unit is to be placed the Unit is displaced. Roll 1D6 for the displaced Unit. On a roll of **1-3** the Unit has been surprised and is Disrupted in addition to being displaced.

Only **one** Orc Captain may perform Orc Cunning in a given Game-Turn, but it may be used once per game by each Orc Captain.

The Unit may retreat back into or through the Culvert as an adverse result of combat. This is the only condition where a Unit may be in the unbreached Culvert hex.

## [22.0] DEMORALIZATION

### CASES:

#### [22.1] DEMORALIZATION LEVELS

[22.11] The Demoralization Level of the Westernesse Forces is **100 Points**. The following Points are added to or subtracted from the Demoralization Point total as they occur:

- Add **10** Points for every Level of the Hornburg under control of the Isengard Player, points are removed if the Isengard player loses control of a Level.
- Add **10** points if the Deeping Wall contains any Isengard Unit with a total absence of any *undisrupted* Westernesse Units.
- Add **5** Points when the Main Gate (*at the top of the ramp*) is breached
- Subtract **10** Points upon the arrival of Gandalf and Erkenbrand (*reinforcements*)
- Subtract **10** Points upon sounding of the Horn of Hammerhand

[22.12] The Demoralization Level for the Isengard forces is **120 Points**. The game ends in a Westernesse victory when reached (*see 23.12*).

[22.13] Players should note that the total Demoralization Points accumulated by the Westernesse side can fluctuate and thus rise above or fall below their Demoralization Level. Thus, a force may possibly become demoralized and then gain morale again, etc. during the game.

#### [22.2] EFFECTS OF LEADER LOSSES

Any Leader Rally Points lost as a result of combat are added to the Demoralization Level of a Player.

## [23.0] VICTORY CONDITIONS

### CASES:

#### [23.1] HOW TO WIN

##### [23.11] Isengard Victory

There are two ways for the Isengard Player to win the game, he must either:

- A. Hold the Hornburg (*control all levels*) and Helm's Deep (*area behind, and including, the wall*) **or**,
- B. Kill Théoden, Éomer and Erkenbrand, thus denying the Rohirrim of Leadership.

##### [23.12] Westernesse Victory

There are two ways for the Westernesse Player to win the game, he must either:

- A. Demoralise the Isengard forces (the Isengard forces rout into the arms (branches?) of the waiting Huorns at this point) **or**,
- B. Prevent the Isengard player from achieving victory before the last turn of the game.

#### [23.2] CONTROLLING HORNBURG LEVELS

Controlling the levels of the Hornburg are important to the morale of the Westernesse forces. For the Isengard Player to control a given Hornburg level, he must control all Gates leading into that level from the adjacent lower level and there may not be any *undisrupted* Westernesse Combat Units inside that level.

#### [23.3] CONTROLLING HELM'S DEEP

There may not be any undisrupted Westernesse Combat Units in the area between the Deeping Wall (*including the wall*) and the Western edge of the map at the end of the game.

## STANDARD RULES AMENDMENTS

Helm's Deep requires the following changes to the *Games of Middle Earth Standard Rules*:

Any reference to Dark Power/Sauron Units, in the Standard rules, should be taken as applying to Isengard Units.

[2.3] (*Amendment*) The terms Leader(s) and Character(s), in both these rules and the Standard Rules, are considered synonymous.

[4.27] (*Amendment*) Combat Units (only) may enter hexes occupied by enemy Leaders if no enemy Combat Units are present in the hex (*see 8.24 amendment, below*).

[7.12] (*Amendment*) Due to the smaller scale of the game, the range for Infantry Archers or Bowmen is **three** hexes. Mounted archers retain the normal two hex range. This range includes the target hex but excludes the firing Unit's hex.

[7.13] (*Amendment*) Missiles may not be fired **through** Tower, Protected Wall, or Mountain hexes. Missiles **may** be fired through Wall hexsides into the protected hex (*the hex inside the fortification, adjacent to the Wall*), but may not be fired into hexes beyond that. Mounted archers inside the Hornburg, may not fire through Wall hexsides.

Missiles **may** be fired through hexes occupied by other Units, and into or out of the Culvert hex.

[7.31] (*Amendment*) In a given Combat Phase, after all Missile and Leader Combat has been resolved, each Phasing Combat Unit that is adjacent to an Enemy Combat Unit **may** attack it, unless on a lower level than the defender and separated by a Wall with no Ladder in place. This does not negate the requirement to attack enemy Units whose ZOC a Unit is in. Cavalry units may not Melee through a Wall or Tower hexside.

[7.37] (*Amendment*) Combat Units that become Fanatical (*see Case 9.33 and Section 10.0*) continue to use the Casualty Probability Table but their opponents have both their Armour Protection Rating (*min. 0*) and their Morale Rating (*min. Z*) reduced by 1. This is in addition to any other attack modifiers that may apply. Only Melee Combat is affected in this way. Missile Combat continues to be resolved normally.

[7.55] (*Amendment*) The Player whose Unit is retreating decides the course of retreat. However, the retreating Unit may not enter an Enemy ZOC, Enemy-occupied hex, prohibited hex, pass through an impassable hexside, or retreat through a Wall or Tower hexside to a lower level.

[7.64] (*Amendment*) A unit may be displaced more than one hex, and a retreating unit may cause the displacement of more than one unit.

[8.1] (*Amendment*) Leaders **do not** need to be stacked with a Combat Unit. If an enemy Combat Unit enters a hex occupied by a lone Leader, the Leader will 'fly' to the nearest friendly Combat Unit of the same-coloured counter.

[8.24] (*Addition*) If a Combat Unit with which a Leader is stacked retreats, the Leader may retreat with them. If the Combat Unit suffers either a **1/2E** or an **E** result by Melee, Missile, or Case 7.23 the Leader suffers the same result if, when the owning Player rolls a die, the result is a five or six. Otherwise, the Leader is unaffected. If the Combat Unit is eliminated entirely and the Leader remains (*after a successful roll of 1-4*), the Leader may be transferred to the nearest Friendly Combat Unit.

[8.41] (*Amendment*) Dunlending Infantry units may form a Shield Wall (*only*). This is an exception to the rule that Special Formations may not be made by the Dark Power Combat Units.

#### [10.0] NIGHT TURNS (*Amendment*)

Isengard units are not considered fanatical during Night Turns. However, **selected** Isengard Leaders do add **three** to their Rally Ratings (*shown as white Rally Rating on Leader counter*) during Night Game Turns.

## DESIGN CREDITS

*Game Series Design:* Linda Mosca, Richard Berg

*Helm's Deep Design:* Andy Loakes, Ken Demyen

*Game Development:* Andy Loakes, Ken Demyen

*Physical Systems and Graphics:* Ken Demyen

*Rule Layout:* Andy Loakes, Ken Demyen

*Playtesters:* Andy Loakes, Ken Demyen, Andy Down, **Kevin Graves**