

FIGHT FOR HELM'S GATE

Here are some general notes and special rules for a Helm's gate scenario,

SETUP

The attacker should have twice the points as the defender.

The attacker sets up on the rampart within 4 hexes of his side. If there are not enough hexes for all figures the player may bring them in as hexes open up from movement.

The defender sets up anywhere on the wall and behind the gate (white bordered hexes on map).

NOTES

Map

Only the Rampart, and wall sections are considered passable terrain. The small gate section to the left of the map (bordered in white) shows the hexes behind the gate that are below the walls. Defenders can be placed here on initial setup, or may move there during the game. Figures on the three numbered hexes in front of the gate can be moved back and forth between the main map and the separate gate section as they pass through the gate, it costs no movement points to move between the numbered hexes as they are in effect the same hex.

Moving figures between the wall and gate

Figures may be moved between the walls and the hexes behind the gate (white bordered hexes) by moving the figure to the defender's map edge, then off the map. During the player's next action phase the figure may then be placed on the desired section (either the wall or gate sections) in any hex that borders the map edge. This movement is considered the figure's entire movement.

Shields

The attackers on the rampart were able to use their shields to great effect against the defenders manning the walls. Attackers with shields may use them to deflect one shooting attack per turn. The shield deflection may be used on a shooting attack against the figure, or on an adjacent figure. When deflection is used a shooting attack is only successful on a 6+, not the normal 5 or 6. Criticals and special abilities count as normal. This special ability is only used against figures shooting from the walls.

Battering Ram

*Attacks: 3**

The battering ram is used to destroy the gate, it is the only attack that will damage the gate. The battering ram may not be attacked, and cannot be damaged. The ram does damage to the gate as per normal combat rules, and the attacks are resolved in the combat phase as normal. Figures placed adjacent to the ram are considered to be manning it.

*The ram has 3 attacks when manned by a crew of 6. For every figure below 6 the ram loses one attack.

Helm's Gate

Wounds: 10 Toughness: 4

The Gate can only be damaged by attacks from the battering ram. Once the gate has been reduced to 5 wounds, it is assumed the gate has taken enough damage to allow figures to shoot through. Figures shooting through the gate will hit on a 6+ (tracing a LOS through the red dashed line).

Walls

Only figures stationed on the walls in an hex marked with a triangle may shoot at attackers, or be shot at by attackers. Figures on the walls may trace a LOS through the dashed black lines with no shooting penalties, however attackers shooting at figures on the walls will only hit on a 6.

VICTORY CONDITIONS

The attacking player's forces must destroy the gate and get at least one figure off the map on his opponent's side before losing 50% of his forces. The defending player must destroy 50% of the attacker's forces before they are able to destroy the gate and start moving figures off the board.