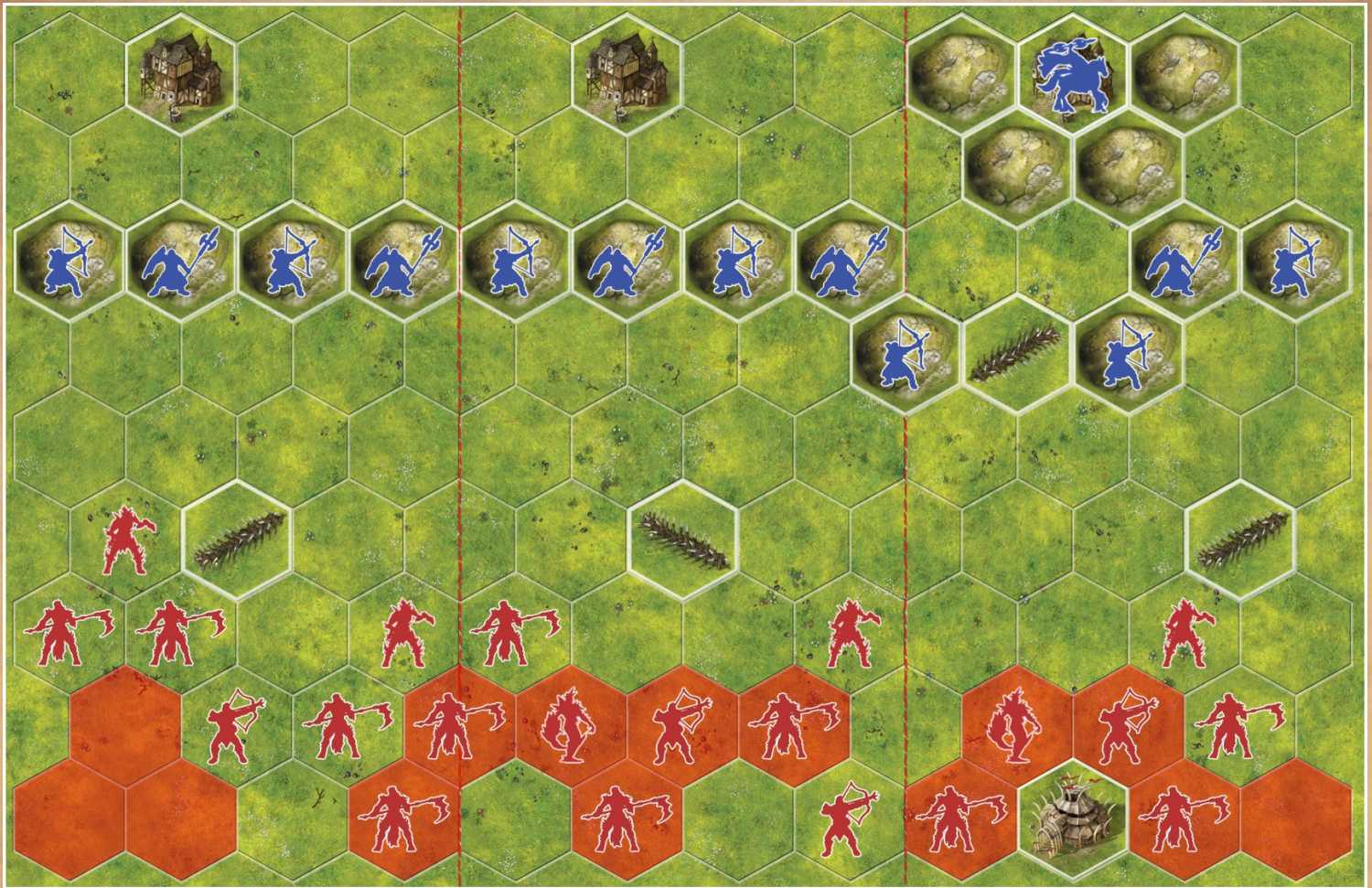


# THE BATTLE OF HELM'S DEEP



## SETUP

The Uthuk player is first.

Daqan wins if he gets 25 VPs or the Command Deck runs out.

## SPECIAL RULES

All Hill hexes are Walls. A unit attacking a unit on a wall hex attacks with a max of 3 dice. A unit on a wall hex attacking a unit below attacks with a max of 3 dice. A unit on a wall hex attacking another unit on a wall hex may attack with the normal amount of dice. A unit on a wall hex may ignore 1 damage and 2 flags.

Each turn, the Uthuk player rolls three dice. If any are flags, he may put a new Blood Harvesters or Viper Legion unit on any of his deployment hexes.

## OBJECTIVE

1 VP for eliminating an enemy unit.

Uthuk wins if he eliminates all enemy units or gets 1 unit on each Building hex.