

General's manual

Read these instructions carefully if you want a successful battle.

Defenders

Helm's Deep is a big fortress, so you need good positions for your soldiers. You are fighting against Uruk-Hai, not some mindless orcs. They have heavy armour, and have skill with a blade. If you don't keep that in mind, they will break through, and take over Helm's Deep. The Elves have come to your aid and they have to defend the Deeping wall. You have to keep your own forces on the outer, and inner rings of the castle.

The Deeping wall

There are chests on the wall with weapons and armour in it. These are for the Elf archers. Behind the wall there is also a chest with weapons and armour in it. These are for the Elf melee fighters. You have to be careful with berserkers, they carry ladders. But, they are very vulnerable, they have almost no armour. From the Deeping wall you have a very clear shot on the ramp to the gateway, use that advantage, soldiers from the outer ring can't shoot Uruk-Hai beneath them, The elves on the Deeping wall can.

If the Uruk-Hai break through, retreat to the Outer ring as fast as possible.

The Outer ring

On the Outer wall there are chests with weapons and armour in it. These are for the Rohan soldiers. Next to the main gate there is a chest with wood, weapons and armour in it. That is for the Rohan gatehouse guard. His job is to reinforce the main gate with wood. Let him place the wood behind the gate so the Uruk-Hai can't easily break through.

Next to the gate there is a passage that leads to a hidden door. The door leads to a passage, where you can jump up on the ramp to hold Uruk-Hai off. If you think you need extra time for the gatehouse guard to reinforce the gate, send some soldiers up there. (Aragorn and Gimli if you want to play is as in the movie)

If the Uruk-Hai break through, retreat to the inner ring as fast as possible.

The Inner ring

On the Outer wall there are chests with weapons and armour in it. These are for the Rohan soldiers. Next to the gates there are a chest with wood, weapons and armour in it. These are for the Rohan gatehouse guards. their job is to reinforce the gates with wood. Let him place the wood behind the gate so the Uruk-Hai can't easily break through. On the inner ring there is a platform for King theoden and his bodyguards to stand on. It is highly recommended for the king to stand there, as it gives a good view over the castle,

and you can easily see Uruk-Hai movements. From there u can command your men. And it is a safe spot. As the Uruk-Hai crossbowmen can't hit you there, because it is too far away from their reach.

If the Uruk-Hai break through, retreat to the Main Hall as fast as possible.

Main Hall

In the main hall there are 4 chambers, each chamber is for a hero. (Aragorn, Legolas, Gimli, Haldir)

In these chambers there are chests with unique weapons and armour in it, each hero has another outfit.

Next to the throne are 2 chests. one chest is for the weapons and armour for King Theoden.

In the other chest there are weapons and armour for the King's bodyguards.

Next to the gate there is a chest for the Rohan gatehouse guard.

Hero's

King Theoden	Starting position: Inner Ring
Aragorn	Starting position: Deeping wall
Legolas	Starting position: Deeping wall
Gimli	Starting position: Deeping wall
Haldir	Starting position: Deeping wall

Isengard

Your job is to take over the fortress of Helm's Deep. It's a big fortress with big walls.

But, Saruman made something that may help you very much. In the deeping wall is a spot which is not very strong.

The Deeping wall

Use ladders to get up on the wall. Berserkers have ladders included in their outfit.

Use those ladders to get up on the Deeping wall. Then let the Melee Uruk-Hai besiege the wall by climbing the ladders. try to cover your melee Uruk-Hai with your crossbowmen.

The Deeping wall is big wall. Yet it is weak, above the drain, where the water flows out of the wall, there is TNT.

If a berserker sets the TNT on fire with flint and steel, the wall will break. Once the wall is breached, the battle swings in your advantage.

But it cannot be done right at the start of the battle. (if you want to play the battle like the movie)

You have to take their attention elsewhere. Like the gate in the outer ring.

If you get their attention at that spot you can use berserkers to set the TNT on fire with flint and steel, which is part of their outfit.

The Outer and Inner ring

Try to break through the main gate so you have a passage where your Uruk-Hai can easily come through.

Once in the outer ring, try to get as fast as possible into the inner ring, by breaking the gates to it.

If you have breached the gates, try to kill as many soldiers as possible before they try to retreat to the Main Hall.

Main Hall

Try to break your way into the great hall, as it is the last spot for the defenders to make their stand.

Once you have killed every man, elf and hero in the fortress, victory will be yours.

Here's

Uruk-Hai officer

Starting position: Battlefield

Signed by:

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