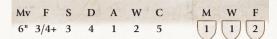
DEFENDERS OF HELM'S DEEP



EXPERIMENTAL RULES

These rules should be considered 100% official for all purposes, but can (and probably will) change slightly in their final, printed version – which will be found in a future publication.

Haleth, Son of Háma can be included in a Rohan army list.



WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

Heroic Defence

SPECIAL RULES

There is Always Hope ACTIVE – Whilst within 6" of Aragorn, Haleth increases his Attacks to 2.

Fight to the Last PASSIVE – If at the start of the Fight phase, Haleth is engaged in combat, for the duration of the turn Aragorn and other friendly **Rohan Infantry** models within 6" of Haleth add 1 to their Fight value. This benefit ends immediately if Haleth is slain.



EXPERIMENTAL RULES

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Aldor, Rohan Archer can be included in a Rohan army list.

Mv	F	S	D	A	w	С		W		
6"	3/5+	3	4	1	1	4	1	1	1	

WARGEAR

Armour, sword and bow.

HEROIC ACTIONS

Heroic Accuracy

SPECIAL RULES

Unsteady nerves ACTIVE – Aldor must always shoot first in the Shoot phase, even before Heroic Shoots are resolved.

Lucky Shot ACTIVE – Aldor must re-roll failed To Hit and To Wound rolls when firing his bow.

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