

# DEFENDERS OF HELM'S DEEP



## HALETH, SON OF HÁMA .....30 POINTS (MAN, ROHAN, INFANTRY, HERO) – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
6"	3/4+	3	4	1	2	5	1	1	2

### 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

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.



## ALDOR, ROHAN ARCHER.....20 POINTS (MAN, ROHAN, INFANTRY, HERO) – INDEPENDENT HERO

Mv	F	S	D	A	W	C	M	W	F
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.

### EXPERIMENTAL RULES

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