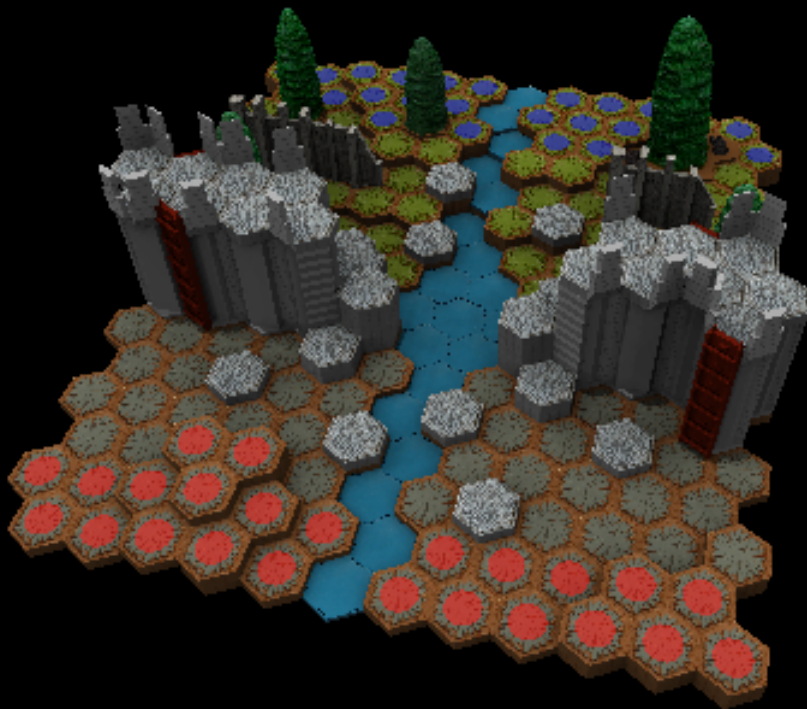
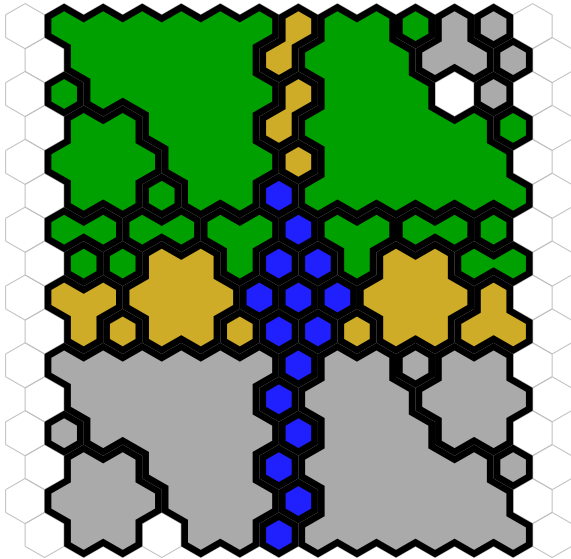


# Breach of the Deeping Wall

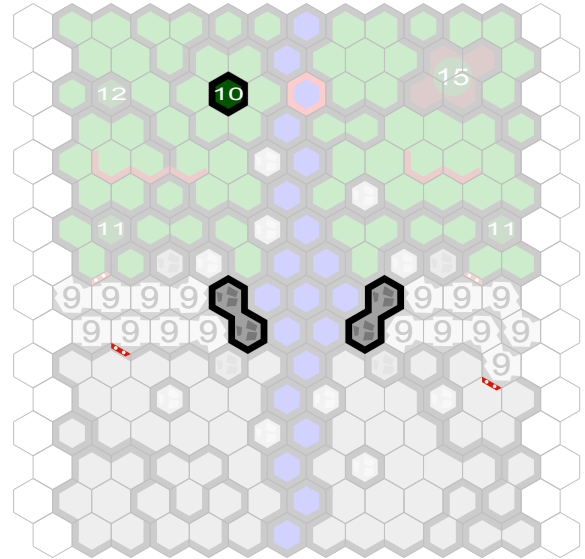


Author : ProtoFury

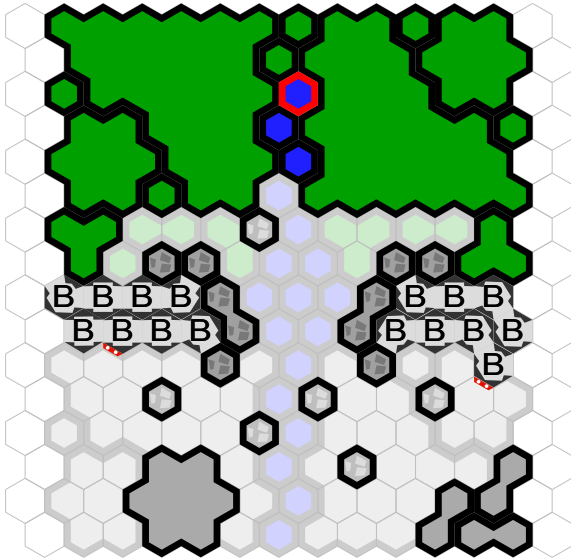
Level : 1



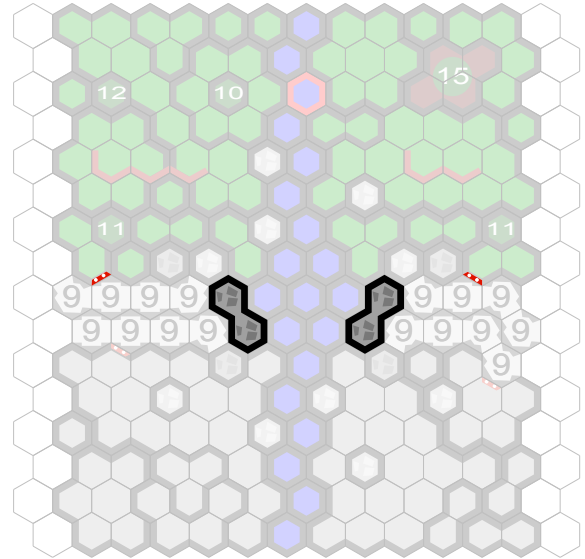
Level : 4



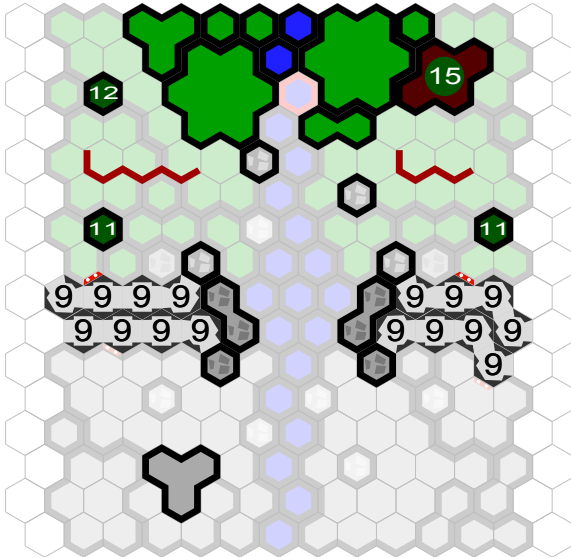
Level : 2



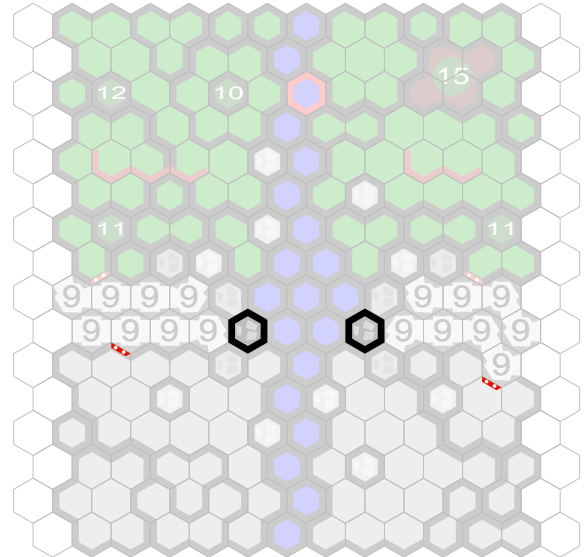
Level : 5



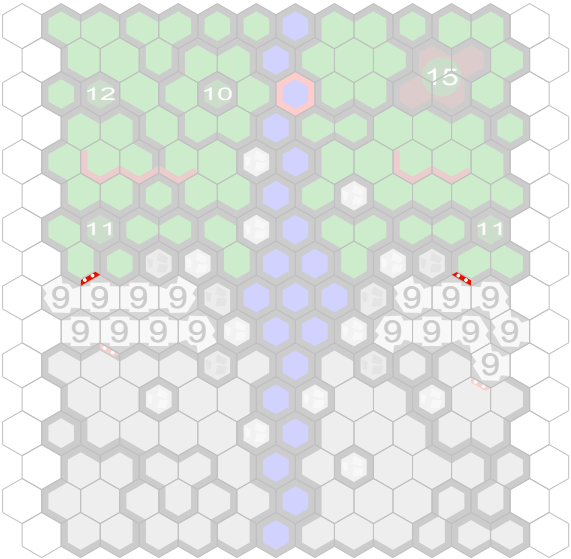
Level : 3



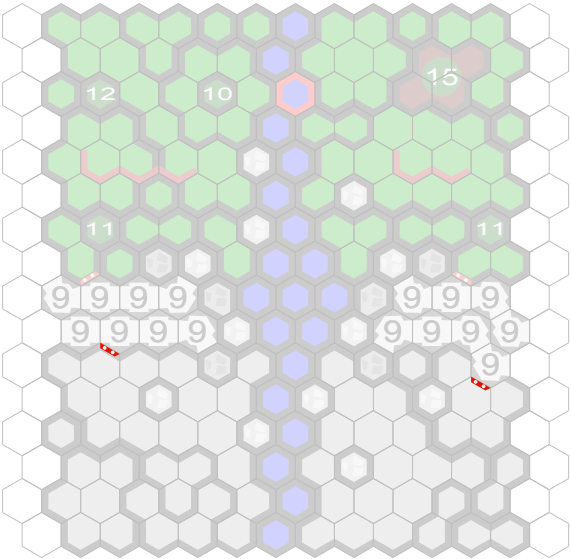
Level : 6



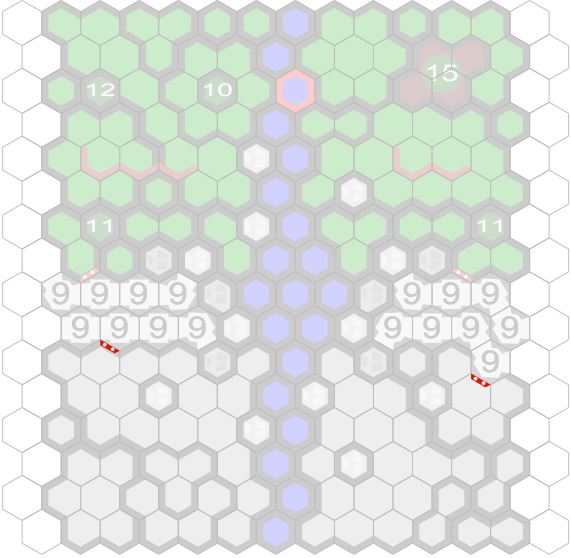
Level : 7



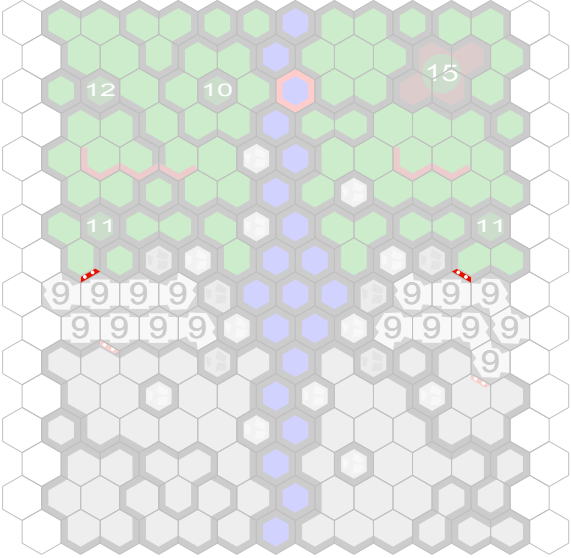
Level : 10



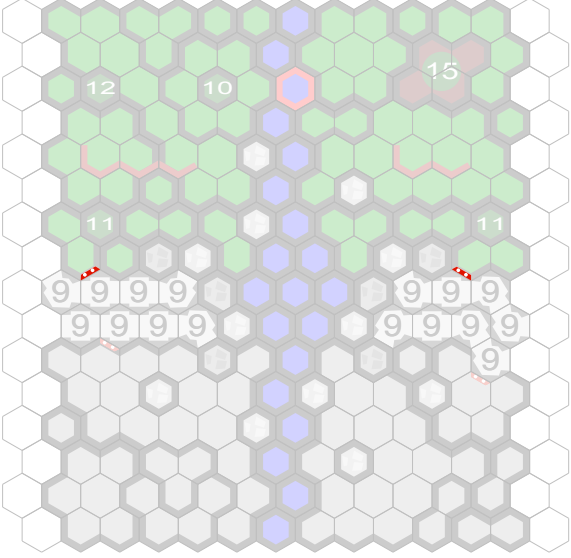
Level : 8



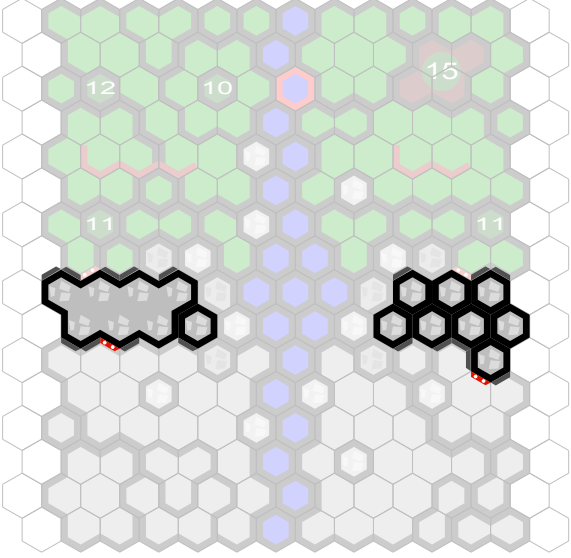
Level : 11



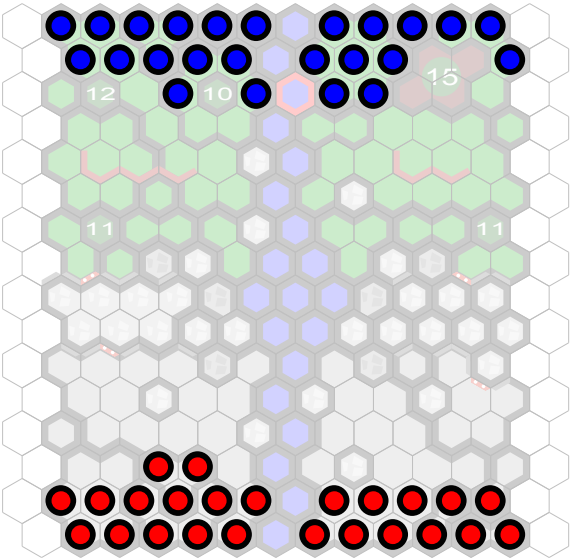
Level : 9



Level : 12



Start



*RotV x1*

*RttFF x1*

*FotA x1*

Scenario:

The forces of Isengard have exploited the one weakness in the main wall at Helm's Deep. With the Deeping Wall crumbling, the Isengard now takes the fight directly to the defenders of the ancient keep.

Armies:

2 players; 400-600 point armies.