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29

SARUMAN'S URUK-HAI ASSAIL THE DEEPING WALL!

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# Théoden™, King of Rohan™

***As the night draws closer, 10,000 Uruk-hai march on Helm's Deep. King Théoden now faces the direst time of his rule. With the hope of his people resting in the defence of the fortress, Théoden is out of time and has nowhere to run.***

After Gandalf exorcises Saruman's hold over Théoden, the King is restored to his former health. Awakened from his trance-like state, he looks upon what has become of his realm – his son is dead, the Westfold burns and a force of Uruk-hai, 10,000 strong, marches against Rohan. In the face of all this, Théoden stands resolute, trusting both the valour of his people and the strength of the walls of Helm's Deep. There, as the battle rages through the night, Théoden is wounded while leading a spirited defence that denies the Uruks the gatehouse. However, it is to no avail – there are simply too many attackers, and eventually the walls are overrun. Reluctantly, Théoden is forced to call the retreat and the Rohirrim flee to the Hornburg. For Théoden, the Battle of Helm's Deep is all but lost.

This Pack focuses on the explosive action that takes place at Helm's Deep. In Playing the Game, we present the rules for scaling the fortress walls, while the Battle Game is the next scenario from our siege campaign, 'The Deeping Wall'. Théoden bolsters your forces in Painting Workshop and finally, Modelling Workshop shows how to construct a fortress gatehouse.

*'Is this it? Is this all you can conjure, Saruman?'*

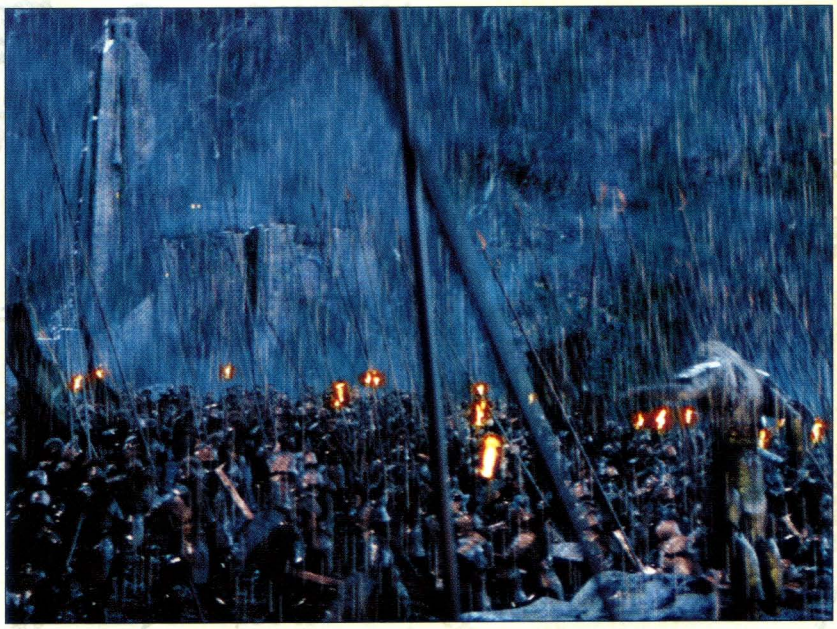
THÉODEN™

◄► THE KING OF ROHAN

*Théoden is a proud warrior and is determined to save his people from the evil of Saruman.*

# Assaulting the Battlements

*The fastest way to seize a fortress is by means of escalation – sending troops up ladders positioned against the walls of the fortress to attack the defenders on the battlements. This form of attack is extremely perilous and many die in the attempt.*



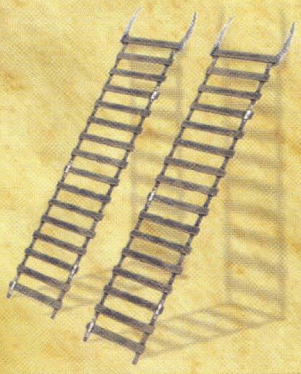
By using siege ladders to take an enemy fortress, a general is hoping to buy time with the blood of his own warriors. While the escalation is not a particularly certain way of taking an enemy fortification, if it succeeds, the attacker can forgo the long and costly step of battering his way into the fortress using siege engines. The following rules cover everything you need to know about fighting from ladders against troops defending battlements. The most important thing to remember is just how difficult it is to fight whilst standing at the top of a ladder – especially when someone is hitting you back!

◄ THE ATTACK BEGINS
*The Uruk-hai assault Helm's Deep in their thousands.*

## Model Siege Ladders

In Pack 27 we included two Uruk-hai siege ladders, while in Pack 20's Modelling Workshop we showed you how to make more of your own. Ladders must be tall enough to allow a model that is standing on the top to convincingly confront an enemy at the battlements. However, it is quite important that a model is able to climb all the way to the top in a single turn, as otherwise the defenders will simply push the ladders down while attackers are climbing up. We found that if the wall is about 14cm/6" high and the ladder is roughly the same height, everything works out about right.

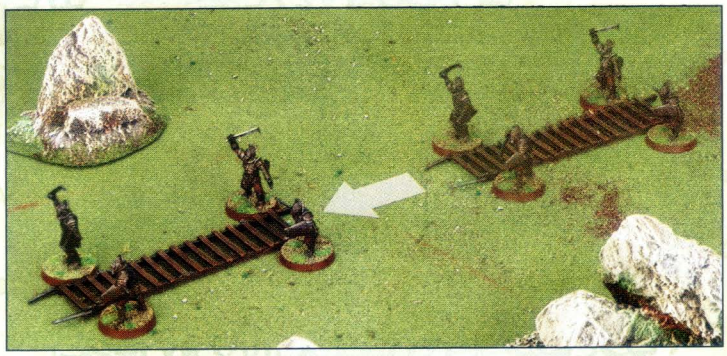
◄ DETERMINED DEFENCE
*Théoden refuses to let any of the Uruk-hai invaders take his fort.*



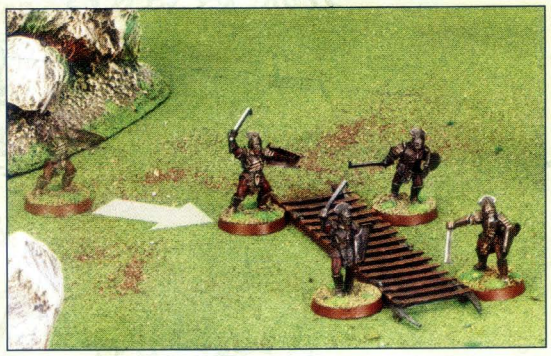
► SIEGE LADDERS
*When modelling your siege ladders, make them long enough to reach the top of your castle walls.*

## 1 Move Phase

Siege ladders are very tall and sturdy – and as they are so much longer and heavier than regular access ladders, different rules apply to them during the Move phase.



▲ HEAVY BURDEN
*These four Uruk-hai can carry this ladder for their full move of 14cm/6".*



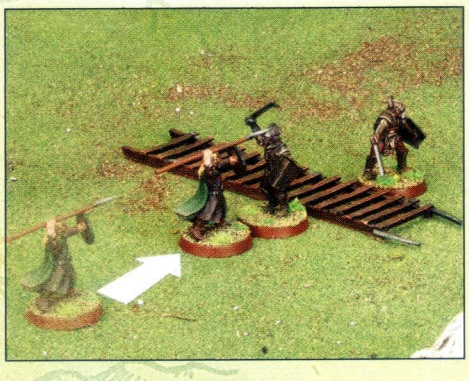
► HELPING HAND
*A fourth warrior moves into contact with the ladder to help carry it, but as he cannot move any further this turn neither can the ladder.*

## Letting Go of a Ladder

- A warrior can stop carrying a ladder at any point during his move – however, a warrior who is carrying a siege ladder at the start of his move cannot charge an enemy that turn.

- If the number of warriors carrying a siege ladder is ever reduced to one, for whatever reason, the ladder is dropped immediately.

- A warrior carrying a siege ladder will automatically let go of it to fight if he is charged by an enemy.



► CHARGED
*A Warrior of Rohan charges one of these Uruk-hai, forcing him to let go of the ladder. As a single Uruk cannot carry it by himself, the ladder is dropped.*

## Carrying a Siege Ladder

- At least two warriors on foot are needed to carry a siege ladder, and up to six can do so. Two or three warriors carrying a siege ladder move at half their normal pace. Four to six warriors carrying a ladder move at their normal pace. Models with a Strength value of 6 or more, such as Trolls, count as two models for the purposes of carrying a ladder. All models carrying a ladder move at the same time, as if they were all one big model.

- Warriors carrying a siege ladder in the Move phase cannot shoot that turn and cannot use magical powers. They retain all their equipment but are not free to carry other burdens – such as a bomb or ram from Pack 31.

- A siege ladder can be picked up if there are sufficient models in contact with the ladder. Once a model has picked up the ladder, it cannot move further that turn.

- Only warriors on foot can carry or climb a siege ladder. Cavalry cannot do so! Only models on 25mm bases can climb a siege ladder. This means that large monsters such as Cave Trolls cannot climb siege ladders – they are just too big and clumsy.

## Raising the Ladder

If a siege ladder is moved into contact with the base of a wall, it is raised immediately. Place the model ladder upright against the wall. No warriors can climb the ladder that turn. If a siege ladder is in place at the start of a turn then the attackers can climb up it. A model on foot can move up or down a ladder without penalty – no Climb roll is needed and no movement reduction is applied. However, whilst on the ladder the model cannot shoot that turn or use any magical powers.

► RAISE LADDERS
*As soon as the Uruks move the ladder into contact with the wall, it is raised and next turn they can climb up.*

## 2 Fight Phase

Models standing on the ramparts of a wall fight by defending the battlements against attackers using siege ladders. These rules are essentially the same as those for defending barriers, with a few additions that take the ladders into account. The rules for defending battlements are based on the rules for defending presented in Pack 7's Playing the Game.

- A warrior on the rampart of a wall can be placed immediately behind the battlements and can then defend the battlements immediately in front of him and 2cm/1" either side. This is the same as the rule for defending barriers.

- A warrior who climbs to the top of a ladder is considered to have charged the nearest enemy whose zone of control the attacker's ladder is in. He stands at the top of the ladder and fights any warriors who are defending there.

- If the attacker's ladder is not in a zone of control, he can position himself on the rampart – as long as this does not place him in a zone of control of an enemy who is standing near the battlements. If this is the case, he must wait at the top of the ladder until the next turn, when he can charge or be charged as normal.

► ENDLESS HORDE
*All three of these ladders are within this model's control zone, so he is defending against all of them.*

◄ ASSAULT THE WALLS
*This Uruk moves up the ladder into combat with the model defending there.*

► ALMOST OVER
*This Uruk could not move onto the rampart last turn as the control zone of the Rohirrim prevented him. This turn his side loses Priority and the Rohirrim charges him. The Uruk is now considered to be defending the battlement.*

### RECAP

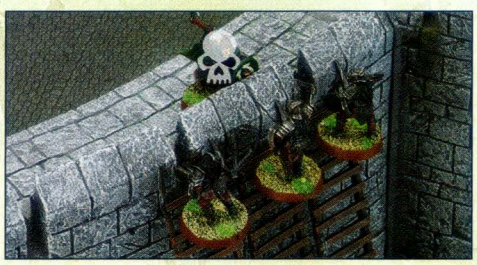
Remember that a warrior needs to be able to see a model at the start of his own move in order to charge it. See Pack 3's playing the game for a full description. This is why a warrior cannot move up a ladder and charge someone who is not defending the battlements – models further back cannot be seen.

## Fighting on the Battlements

The rules for fighting over the battlements are the same as for a combat over a defended barrier – such as a wall, hedge or similar defence work. The only difference is that the chargers are all standing on top of ladders and so risk falling off if they fail to get onto the ramparts.

- No enemy can move from a ladder onto the rampart if he has to enter the control zone of a model that is defending the battlement. The attacker must fight the defender and kill him in order to climb over the battlement and occupy his enemy's place on the rampart.

- If the attacker wins the fight he has to make an 'in the way' roll to see if he strikes the battlement instead of the defender.



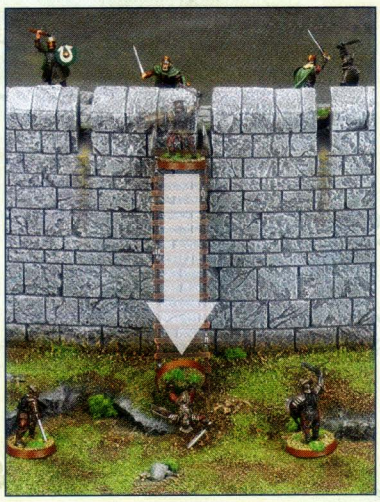
► DEATH ON THE WALLS
*The first Uruk kills the defender and leaps over the wall. The two other Uruks, who were waiting to fight, also jump over.*

- If there is more than one defender, the attacker must fight them all at the same time. He can then move over the battlement if he kills at least one of them.

- If an attacker fails to kill his opponent or loses the combat, he is pushed back and must roll to see if he falls from the ladder.

## Falling Off Ladders

The following rules apply to warriors attacking from siege ladders or from access ladders within a fortress. The rules for both are the same. If a model is fighting from a ladder and is forced to back away 2cm/1", he can only move down the ladder. As he backs away he risks falling from the ladder. If physically unable to back away for whatever reason, the warrior still risks falling.



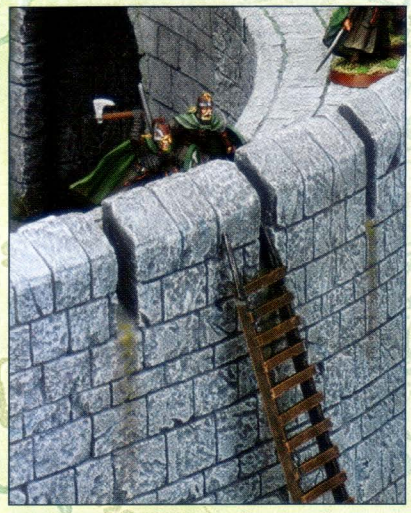
➤ DIFFICULT POSITION
*This Uruk is pushed back whilst on a ladder and needs to roll to see if he keeps his footing or plummets to his doom. The roll is a 3 and the Uruk falls.*

Make a roll to see if the warrior falls as he is beaten back. On a 4, 5, or 6 the warrior keeps his footing and backs away as required. On a 1, 2 or 3 the warrior loses his footing and falls to the ground before he can back away. He falls the full distance to the ground and suffers falling damage in the usual way, as described in Pack 6. Remember this is a random roll so the warrior cannot spend Might to modify the result.

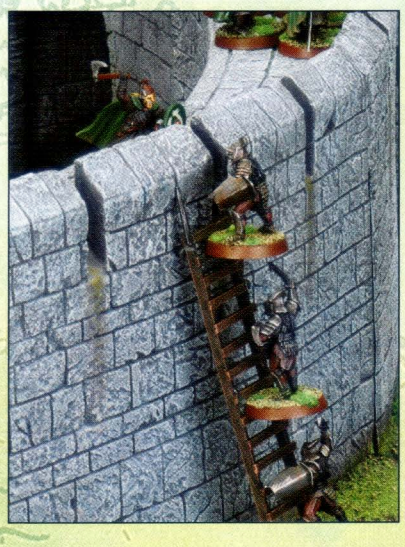
If the warrior at the top of the ladder falls, roll a dice for every other model on the same ladder. Any model that rolls a 1, 2 or 3 is knocked from the ladder by his own friend. Models fall from wherever they are on the ladder – so warriors who are nearer the ground suffer fewer hits.

NB. Warriors who are slain whilst on a ladder automatically fall in the same way as warriors who lose their footing when backing away. Obviously, as the warrior is already dead he takes no further damage, but there is a chance he will knock other models off the ladder, as described above.

➤ LOOK OUT BELOW
*An Uruk has been killed by enemy bowfire – those underneath him on the ladder need to roll to see if they, too, fall from the ladder.*



◄ REPEL THE LADDERS
*Two warriors add 1 to their roll to push down a ladder.*



➤ SWARM THE BATTLEMENTS
*This lone warrior deducts 2 from his roll because of the weight of all the Uruk-hai on the ladder.*

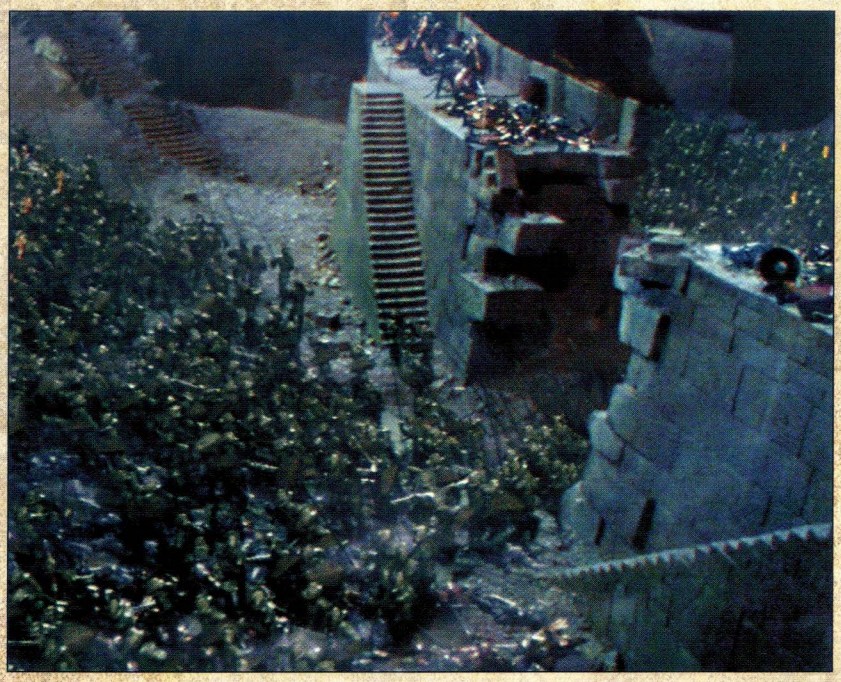
## Pushing Down Siege Ladders

A warrior on the rampart who is placed directly in front of a siege ladder can attempt to push it to the ground in the Move phase. This uses up any remaining movement the model may have and the model cannot shoot in the Shoot phase. Models cannot attempt to push down a ladder if they are already engaged in combat.

Roll a dice for the model pushing the ladder. Deduct 1 from the result if there is one enemy model already climbing the ladder. Deduct 2 if there is more than one already climbing the ladder (it's harder to push a ladder weighed down by several hundredweight of Uruk-hai!). Add 1 if two or more models have moved so that they are working together to push down the ladder. If you score a 4, 5 or 6 after making any deductions or additions, the ladder is toppled to the ground and every climbing model takes damage for falling, as normal. The ladder is then placed near the foot of the wall.

# The Deeping Wall™

***This Pack's Battle Game forms part of the ongoing Helm's Deep campaign. Haldir's Elves forge an alliance with the men of Rohan as they defend the Deeping Wall. Can the Free Peoples stand firm or will Saruman's army break through?***



As the defenders of Helm's Deep look out into the night upon the sea of Uruk-hai that stretches into the distance, they see their impending doom. With a guttural roar the Uruk-hai begin their assault, determined to take the stronghold and leave none alive. In this Battle Game the Heroes must defend the stretch of wall that runs across the culvert and the Deeping stream and hold back Saruman's army for as long as possible. With only a few warriors manning the walls, this will not be easy. Played as part of the Helm's Deep campaign, this game forms the start of the actual siege of Helm's Deep itself. We also catch up with Mark and Richard to find out how their siege campaign is progressing.

◄ TORN ASUNDER
*Saruman's sorcery is powerful enough to cause a breach in the Deeping Wall.*

## THE COMBATANTS

On the Good side there are Aragorn, Gimli, Legolas, Haldir, four Elves armed with bows, four Elves armed with two-handed swords and eight Warriors of Rohan armed with shields and throwing spears or hand weapons. On the Evil side there are three Uruk-hai Captains, an Uruk-hai Berserker armed with a flaming brand, four Uruk-hai siege troops carrying a demolition charge, four Uruk-hai archers and 20 Uruk-hai carrying five siege ladders between them. If you do not have additional Uruk-hai Captain models, you can use your Lurtz and Uglúk models to represent the other two.

▲ URUK-HAI CAPTAINS
*You can use your Lurtz and Uglúk models to represent other Uruk-hai captains.*

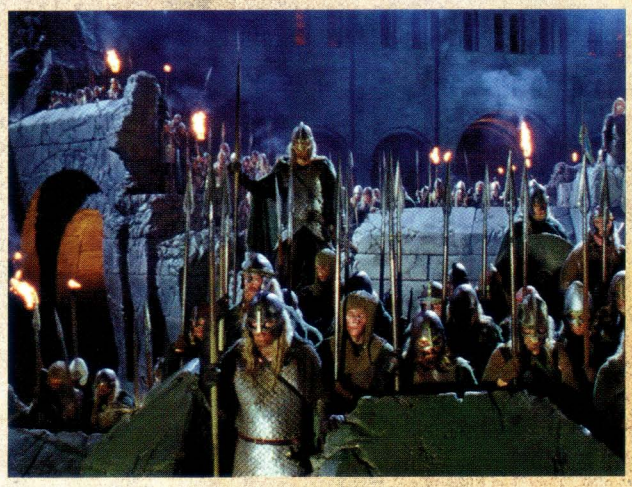
## Character Profiles

# Uruk-hai™

Bred for war, the Uruk-hai have marched on Helm's Deep. Arrayed before the walls in the driving rain, 10,000 warriors prepare to assault the ancient fort that no army has ever breached before. However, this army has secret knowledge supplied by Gríma Wormtongue. The small culvert in the Deeping Wall is vulnerable to the sorcery of Saruman. Armed with a demolition charge of the Wizard's own devising, these monsters aim to blow the walls asunder and storm the keep from within. It is surely now only a matter of time before the Uruk-hai are victorious.

# *The Defenders of Helm's Deep*™

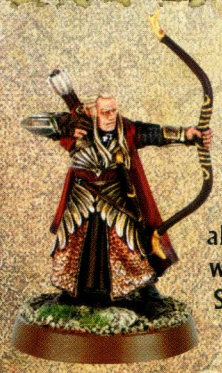
The defenders are stretched thin along the Deeping Wall, where the brunt of the Uruk-hai attack will fall. Nevertheless, it must be defended, because if the wall falls then the way is open for Saruman's army to enter the Glittering Caves and wreak havoc amongst the refugees hiding there. The timely arrival of Haldir and his company of Elf warriors bolsters the defences, but will it be enough? In the driving rain they watch the enemy army advance, its numbers seemingly endless. Along the battlements, Man and Elf stand shoulder to shoulder against the coming tide of Saruman's evil.



## Base Profiles

| | F | S | D | A | W | C | Move | M | W | F |
|---|---|---|---|---|---|---|---|---|---|---|
| Aragorn | 6/- | 4 | 6 | 3 | 3 | 6 | 14cm/6" | 3+1 | 3 | 3 |
| Legolas | 6/3+ | 4 | 4 | 2 | 2 | 6 | 14cm/6" | 3 | 2 | 2 |
| Gimli | 6/4+ | 4 | 8 | 2 | 2 | 6 | 12cm/5" | 3 | 2 | 2 |
| Haldir | 6/3+ | 4 | 5 | 2 | 2 | 5 | 14cm/6" | 3 | 1 | 1 |
| Elven warrior | 6/3+ | 3 | 4 | 1 | 1 | 5 | 14cm/6" | - | - | - |
| Warrior of Rohan | 3/4+ | 3 | 5 | 1 | 1 | 3 | 14cm/6" | - | - | - |
| Uruk-hai Captain | 5/4+ | 4 | 5 (6) | 2 | 2 | 4 | 14cm/6" | 2 | 1 | 1 |
| Uruk-hai Berserker | 4/- | 4 | 6 | 2 | 1 | 8 | 14cm/6" | - | - | - |
| Uruk-hai siege trooper | 4/- | 4 | 5 | 1 | 1 | 3 | 14cm/6" | - | - | - |
| Uruk-hai warrior | 4/4+ | 4 | 5 (6) | 1 | 1 | 3 | 14cm/6" | - | - | - |

All models are armed and armoured as depicted on the model. Aragorn does not have his bow but he is wearing armour. Full rules for these models can be found in Packs 16, 18 and 21.



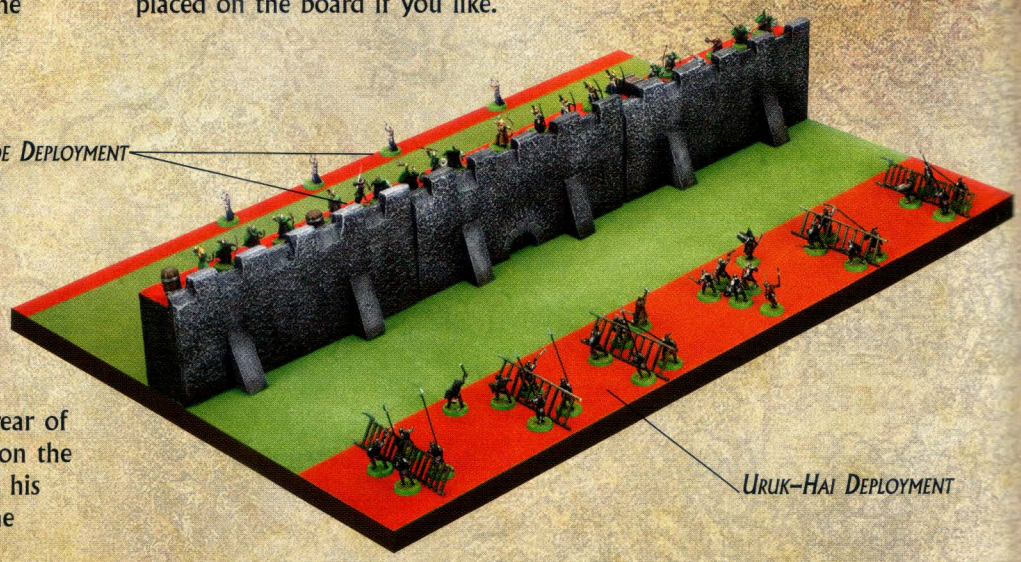
### Haldir

Wargear: Hand weapon and Elf bow.

Expert Shot: Haldir is allowed to shoot twice with his Elf bow in the Shoot phase.

### The Gaming Area

This game is played on a 60cm/2' by 90cm/3' table. The Deeping Wall runs down the length of the board and is placed so that the front of the wall is 30cm/12" away from the table edge. When positioning the wall sections, ensure that the culvert is placed in the middle. Other scenery appropriate to Helm's Deep can be placed on the board if you like.




### Starting Positions

The Good player sets up his defenders first. The four Elf warriors with swords are positioned along the rear of his table edge and the rest are placed on the Deeping Wall. The Evil player then sets his models anywhere within 15cm/6" of the opposite table edge.

## Scenario Special Rules

### Bomb Teams

- Only Uruk-hai siege troops can carry this exceptionally large and powerful demolition charge. It is carried exactly as if it were a siege ladder.

- To be effective, the demolition charge must be placed in base contact with the culvert, or the explosion will not have the desired effect.

- The Uruk-hai Berserker with a flaming brand is the only model that can detonate the demolition charge. In order to detonate the charge, the Berserker must move into base contact with it. If the Berserker is still in contact with the bomb at the start of the Fight phase, the bomb will detonate before any combats are fought.

◄ HEAVY BURDEN
*Carrying the bomb requires at least three siege troopers to move at full pace.*

► LIGHTING THE FUSE
*If Legolas can kill the Berserker in the Shoot phase, the demolition charge will not detonate this turn.*

▲ POWERFUL BLAST
*Aragorn first takes four Strength 6 hits from the blast and is then thrown 3" off the wall. He then must take falling damage as normal.*

- When the demolition charge is detonated in the culvert, the blast will have a devastating effect, blowing chunks of masonry high into the air. Every model within 6cm/2" of either the charge or the culvert wall section will take a number of hits equal to the roll of a dice. Each hit will strike with a Strength of 6. Any survivors of the blast will be thrown away from the explosion. Roll a dice and move the model that number of inches, or twice that result in centimetres, directly away from the demolition charge, and lie the model on its side, counting it as 'knocked down'. The wall section and the charge are then both removed.

- If the bomb is detonated anywhere else, it will kill all models in base contact with it and will have no effect on any wall sections.

- The charge can only be destroyed by detonation. Once detonated, the bomb will not re-enter play – see the 'Endless Horde' rules, below.

### Endless Horde

There are 10,000 Uruk-hai assaulting Helm's Deep. In this game, to represent the nearly endless supply of attackers, any Uruk-hai model that is removed from play, for whatever reason (ie. killed, moved off the Good player's table edge, etc), can re-enter the board at the start of the next turn. This model starts at the edge of the attacker's side of board and can move as normal.

## Winning the Game

This game only lasts for 12 turns. At the end of the game, check to see who has won.

- The Evil player has won if 20 or more of his models have left the board via the Good player's table edge.

- The Good player wins if fewer than 20 Evil models have left via his table edge.

# Campaign Report

*Turns 1–6*

***In this, the third battle in our campaign, we catch up with Richard and Mark as the Uruk–hai army finally reaches Helm's Deep. We also take a closer look at some of the tactical decisions that each player makes during the battle.***

## The Assault Begins

The game starts in earnest with Richard's Elf bowmen sending a volley of arrows into the midst of the Uruk force. Mark charges everything forward in response, heading straight for the culvert. Every archer Richard has aims straight at the Berserker, hoping to kill him and force another to come on from the table edge. However, with the throng of other bodies pressing around him, few arrows hit their intended target. Nevertheless, a shot from Haldir finds its mark and the Berserker falls dead.

▲ PRIME TARGET
*Richard spends some of Haldir's Might to ensure that he kills the Berserker.*

### In-Game Tactics

Only a Berserker could detonate the demolition charge, so Richard concentrated all the shooting at him. Richard also used Haldir and Legolas's Might to ensure Berserkers died. To counter this, Mark surrounded each Berserker with other models, forcing Richard to make 'in the way' rolls.

## Scaling the Walls

The rest of the Uruk-hai army reaches the culvert and quickly raises the siege ladders. Richard's warriors scramble along the walls, throwing down ladders where they can. Unfortunately, in places they are unsuccessful and the Uruk-hai swarm up. The determined defence holds the initial wave of attackers, sending Uruk-hai falling to their deaths.

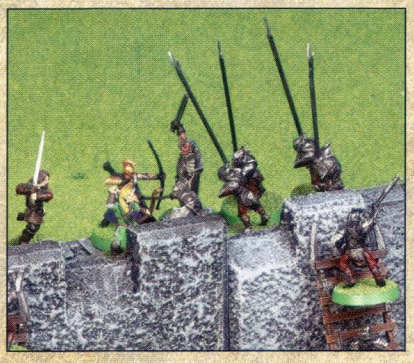
### In-Game Tactics

Mark concentrated most of his ladders around the culvert, forcing Richard to crowd his models there in defence. Mark hoped the charge's detonation would kill all those warriors, friend and foe, because his would come straight back on the board! Richard's objective was to hold up the Uruk-hai force, not kill it, so when fighting on the battlements he used the 'defend by shielding' rule.

▲ SWARM THE CULVERT
*Mark concentrates all his forces on the culvert wall.*

## Assault the Battlements

The next few turns prove to be unsuccessful for Mark, as Richard's archers kill each Berserker. Because of this, Mark decides to change his tactics. He moves some of his ladders along the wall and raises them right in front of the Elf archers. This proves a decisive move, as next turn Mark storms an Uruk-hai Captain up the ladder. Easily killing the Elf defenders, the Uruk moves onto the battlements and creates a foothold for the rest of Mark's forces.



▲ STORM THE WALLS
*This Uruk–hai Captain leads a successful assault onto the battlements.*

### In-Game Tactics

Mark raised his ladders right in front of the archers, preventing them from shooting by forcing them into a fight. Once the ladders were raised, Mark used his Captain's Might to kill the defenders and make it onto the battlements. Once there, a Heroic Move allowed more of Mark's forces onto the wall.

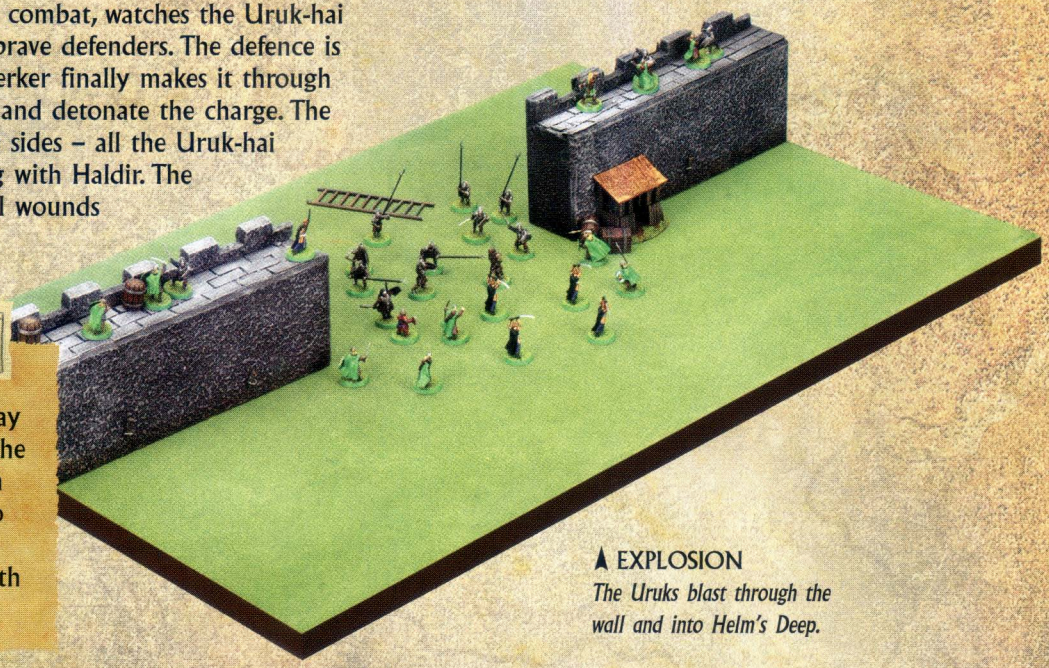
# *Turns 7–12*

## Devastating Blast

Richard, unable to get Aragorn into combat, watches the Uruk-hai slowly carve their way through his brave defenders. The defence is brought to an abrupt halt as a Berserker finally makes it through the hail of arrows to reach the wall and detonate the charge. The resulting blast is devastating to both sides – all the Uruk-hai in the blast area are casualties, along with Haldir. The rest of the Good Heroes take several wounds and are flung from the walls.

### In-Game Tactics

Mark realised that the quickest way to win this game was to destroy the culvert wall section. This created a large enough gap for his forces to pour through, allowing him to overwhelm Richard's defenders with his greater numbers.



▲ EXPLOSION
*The Uruks blast through the wall and into Helm's Deep.*

## Through the Breach

With the wall gone, Mark pours his Uruks into the breach, abandoning the attack on the walls. Richard fights on with his few surviving troops. Aragorn rises to his feet and charges into the pack of Uruks, supported by the Elves that Richard held back in reserve. Valiantly Richard fights on, attempting to stem the tide of Uruk-hai that threaten to escape off the table edge. In the penultimate turn, Richard charges Aragorn straight into the middle of a mob of Uruk-hai, stopping them from advancing. In the combat, Mark is able to surround and trap Aragorn, taking the Ranger out of action.

◄ IN RESERVE
*The Elves had been kept back in reserve to engage any Uruks coming through the breach.*

► BRAVE DEFENCE
*Aragorn leaps into the advancing Uruk-hai, but their numbers prove too many and he is cut down.*

### In-Game Tactics

Richard knew this was going to be a war of attrition for the Good defender. The enemy forces kept coming back, whereas his didn't. Knowing this, Richard kept the Elf swordsmen back behind the wall in reserve, ready in case the demolition charge was detonated. When the wall was destroyed, Richard tried to kill those closest to the table edge first, attempting to stop 20 of Mark's Uruks getting off the board before the game ended.

## Campaign Result

With Aragorn out of the battle, Richard doesn't have enough defenders to hold back Mark. In the last turn, Mark is able to move his 20th model off the board and win the game. At the end of the game, Richard makes a 'death of a Hero' roll for Aragorn and Haldir. Aragorn will have no Fate in the next game but Haldir rolls a 1 and dies.

# King Théoden™

***Resplendent in his ornate battle armour, King Théoden leads the defence of Helm's Deep. This Painting Workshop will show you how to paint your Théoden model, concentrating on his ornate royal armour.***

The kings of Rohan have always been vigilant against the threat of war. Evil has constantly threatened these lands and in Théoden's time, many battles against Orc invaders have been fought. As king, Théoden is entitled to the very best arms and armour, as the ornate armour he wears at Helm's Deep shows. It clearly stands out on the battlefield, acting as a rallying point, filling the troops around him with courage. Painting this model will challenge your painting skills. There is a lot of detail on this model and care is needed to ensure the accuracy of your painting. Once it is finished you will have a Théoden model that can stand proud on the battlements of Helm's Deep.

◄ KING OF ROHAN
*Théoden watches as his troops muster in Edoras, ahead of the long march to Helm's Deep.*

## Painting Essentials

### Paints Required

| | | |
|---|---|---|
| Chaos Black | Vomit Brown | Codex Grey |
| Mithril Silver | Red Gore | Dwarf Flesh |
| Shining Gold | Red ink | Elf Flesh |
| Black ink | Brown ink | Bubonic Brown |
| Dark Angels Green | Bestial Brown | Snakebite Leather |
| Snot Green | Vermin Brown | Bleached Bone |
| | Flesh ink | Goblin Green |

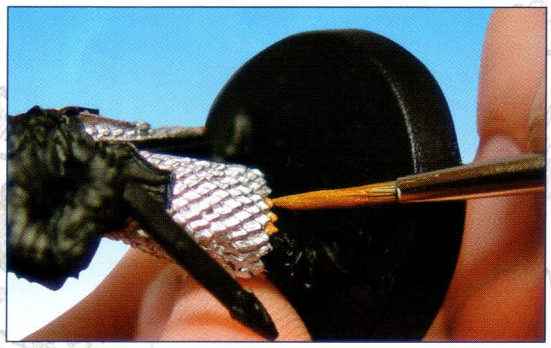
### Brush Control

Painting the detail on Théoden's armour requires precise control. Use the finest brush in your collection and take your time, painting only a small section at a time. Painting with only the tip of your brush helps, using it like you would a pen. Refer back to Pack 21's Painting Essentials for more advice on how to achieve good brush control.

# Painting Your Miniature

## 1 Scale Mail

After the whole model is given a Chaos Black undercoat, Théoden's scale mail skirt is painted Mithril Silver. Next, the gold trim detail along the bottom row of scales is painted Shining Gold, applied straight over the silver. You can paint the gold triangle pattern on the skirt too, if you want. Finally, give the skirt a wash of watered-down Black ink, to create shade and give definition to the scales.



*Carefully paint the scales to create the gold pattern on the mail skirt.*

*Painting the inner robes now means you have less chance of getting green on an area you have already painted.*

## 2 Inner Robes

The inner robes that can be seen under the scale mail skirt are first painted Dark Angels Green and then edged with Snot Green. The collar that is poking out of the top of the breastplate is also part of the inner robe, so it is painted in the same way. Don't forget to paint the back of the collar too.

## 3 Red Shirt

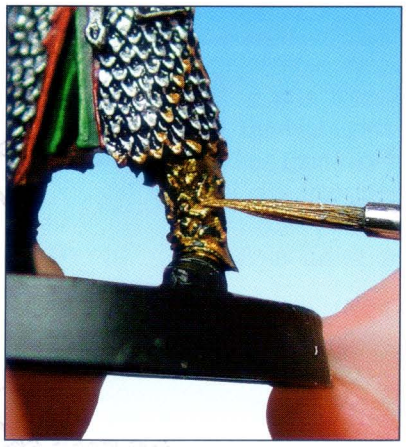
This red shirt is painted using the same method as used on Haldir's cloak in Pack 28's Painting Workshop. First, re-undercoat the shirt with Vomit Brown and then paint Red Gore over the top. Be careful not to miss the part of the shirt that extends out from the bottom of the breastplate. Next, mix Red Gore and Vomit Brown together until you have a lighter red colour. Paint this onto all the edges and ridges on the shirt. Finally, Red and Brown inks are mixed together and watered down. The resulting wash is applied over the top of the shirt, where it will flow into all the creases, creating shade. The red trim running down the side of the scale mail skirt can also be painted at this time by painting a thin line of Red Gore along the edge.

*Only a small amount of highlight is needed on the edges and ridges of this shirt.*

*Once robes and shirt are finished, the golden armour can be painted.*

## 4 Golden Armour

The first step in painting Théoden's armour is to apply an even coat of Shining Gold to all the armour except the back plate, which remains black. The gold is best applied in several thin coats as opposed to one thick one, because a thick coat could obscure the fine detail of the etching. You want this detail to be as sharp as possible when you come to paint it later.

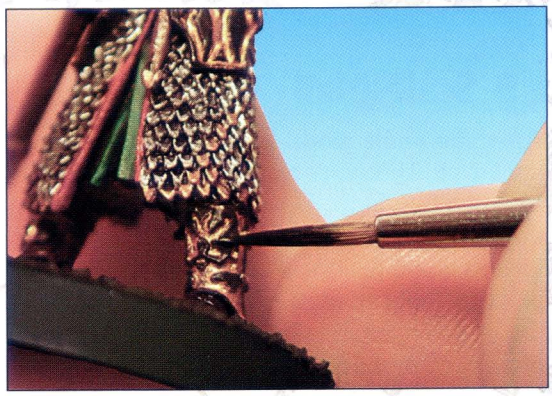


*You will probably need more than one coat to cover the black undercoat.*

*The fine detail will be applied over the gold base.*

## 5 Painting the Detail

The arm, leg and hip armour is all painted in a similar fashion. First, the rim around the outside of the plate is painted black. Be as careful as you can so that the black paint only goes onto the raised area of the rim. After this is dry, paint the interior raised detail. This can be a bit tricky at first, so don't worry if you get black paint where you don't want it. If this happens, repaint the area gold and start again.



▲ *Remember to keep your hands as steady as you can when painting the raised details.*

The front breastplate is painted next. This is best painted as a series of stages. First, paint the banding on the lower half of the armour. When painting this, remember to leave a thin rim of gold running along the top of each band. Next, paint the top half of the armour black. Remember to leave the two indents near his shoulders and the centre circle with the horse heads gold, as shown. Finally, carefully paint the raised detail of the star and horses in the centre of the breastplate.

▲ *If you get black onto the rim of the banding, just repaint the rim gold.*

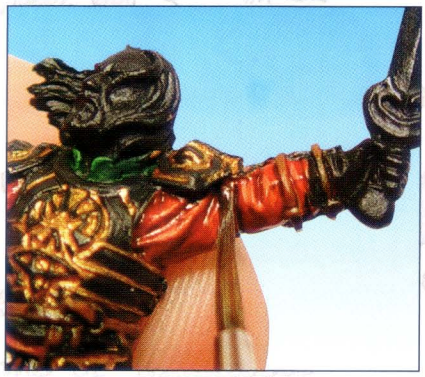
◄ *Remember to leave the indents on the breastplate gold.*

► *Aim to have good control over your brush when painting the horse head motifs.*

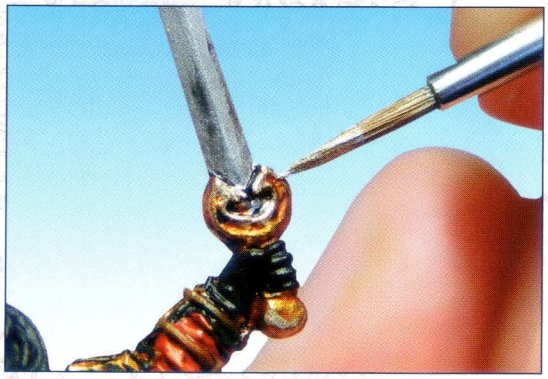
▲ *Théoden's armour is now finished and it's time to move on to the other details to complete the model.*

## 6 Boots, Scabbard and Straps

Théoden's leather boots and scabbard, along with the belt and straps, are all painted in the same manner. First, paint them Bestial Brown. Next, highlight the edges with Vermin Brown. Finally, a slightly watered-down Brown ink wash is applied over the top. This will create the deep shading. Once the brown leather has been painted, the buckles and detail on the scabbard can be picked out in Shining Gold. You can also paint the raised detail on the back of Théoden's armour with Bestial Brown, again being careful only to get paint onto the detail.



◄ *Be careful not to overload the brush with too much ink, otherwise the ink could run onto other areas.*



► *Mixing silver with gold creates a good highlight to define the edges of the hilt.*

## 7 Sword of Kings

The blade is first painted Mithril Silver and then given a wash of Black ink. Next, the edges of the blade are painted Mithril Silver. The hilt is painted Shining Gold and given a thinned-down wash with Flesh ink. Finally, the edges of the hilt are highlighted with a mix of Shining Gold and Mithril Silver. Théoden's gloves can be painted Chaos Black, with Codex Grey being used to highlight the edges and extreme raised areas.

## 8 Théoden's Head

Théoden's face and hair are painted with exactly the same techniques used on Haldir in Pack 28's Painting Workshop. First, paint the face Dwarf Flesh. Next, give the face a watered-down Bestial Brown wash. Finally, after resetting the Dwarf Flesh, highlight the edges of the face with Elf Flesh. The detail of Théoden's face is especially well defined, providing clear edges for you to highlight.

◄ *When painting Théoden's face, don't forget his lower lip.*

▲ *Paint the hair that crosses Théoden's face instead of dry-brushing it.*

The hair and beard are first painted Bubonic Brown and then given a watered-down Snakebite Leather wash to create the shading. Next, the hair is highlighted by gently and carefully dry-brushing with Bleached Bone. It is better to paint the highlights onto Théoden's beard rather than dry-brushing them on, as this will give you more control over where the paint goes. All that remains is to paint the base Goblin Green and flock it in the usual way.

► *Once the model has been based like the rest of your models, Théoden is ready to lead the defence of Helm's Deep.*

# The Gatehouse

*The main focus of any siege is the castle gatehouse. This area of a stronghold is the most heavily fortified and the most heavily assailed part of the castle. Here we show you how to construct a sturdy gatehouse for your model fortress.*

No fortress is complete without its gatehouse, the main entrance to the stronghold. During a siege, attackers assaulting the gates run the gauntlet of the castle's defenders, while being constantly bombarded by arrows. If they survive they face the arduous task of battering down the gates with a heavy wooden ram. It is well worth spending some time making your gatehouse look impressive, as it will be the focal point of your siege battles. The gatehouse draws on many of the techniques you learned in Packs 27 and 28, so all the components will by now be familiar to you.

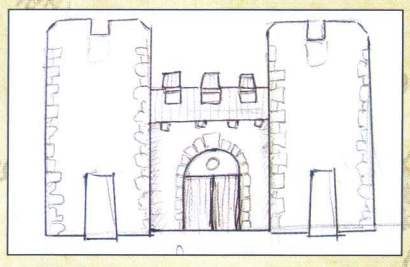
◄ SALLY FORTH
*The Riders of Rohan charge out into the heart of the massed Uruk-hai.*

## You Will Need

- 5cm/2" thick polystyrene
- Hot wire cutter
- Pen or pencil
- Foam card
- Polystyrene ceiling tile
- Craft knife, steel ruler and cutting mat
- PVA glue
- Thick card or mounting board
- Masking tape
- Thin card
- Balsa wood sheet
- Barbecue skewers
- Square balsa wood rod
- 2cm/1" thick styrene
- Modelling saw
- Modelling wire
- Black textured paint
- Chaos Black, Codex Grey, Fortress Grey, Black ink, Brown ink, Graveyard Earth, Kommando Khaki and Boltgun Metal acrylic paints

## The Gatehouse Sections

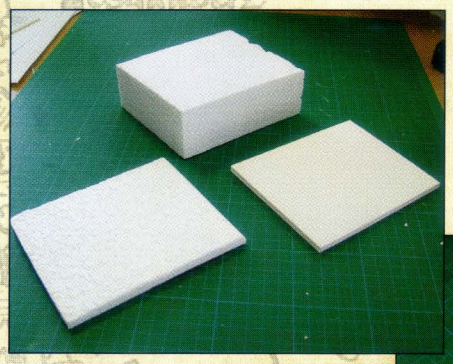
The gatehouse is made in three distinct sections: the gate itself and two narrow towers. The towers are similar in construction to the ones in Pack 28's Modelling Workshop. Once assembled, the overall length of the gatehouse should be the same as one of your wall sections from Pack 28. If our measurements differ from your own, then adjust them accordingly. It's more important that all your sections fit together properly than to follow the exact proportions.



◄ GATEHOUSE PLAN
*A rough sketch will help you plan your model.*

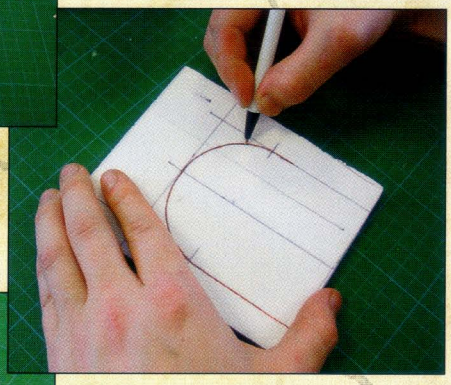
## 1 The Archway

The archway is made from three separate pieces, all the same length and width, but different thicknesses and materials. First, take a piece of 5cm/2" thick polystyrene, and cut out an oblong that is 14cm/6" tall by 12cm/5" wide with a hot wire cutter. Draw around this oblong onto a piece of foam card and a polystyrene ceiling tile, before cutting these out too.

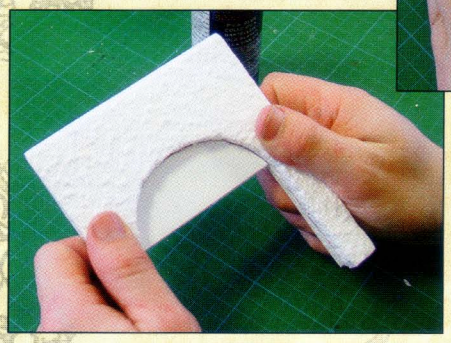


◄ THE COMPONENTS
*Your archway will be made from these three rectangles.*

On the ceiling tile, mark out an archway approximately 10cm/4" tall by 8cm/3½" wide, as shown. Cut this out and save the arch-shaped piece for later. The piece with the arch removed can now be used as a template for drawing the same pattern on the polystyrene and the foam card. However, the foam card needs to be slightly different. The top of the hole in the foam card should be straight rather than arched, so that the hole is approximately square. Glue the foam card to the ceiling tile (with the textured side facing out), but don't stick them to the main polystyrene section just yet.

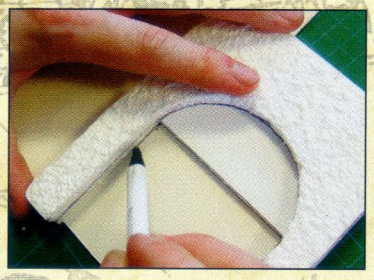


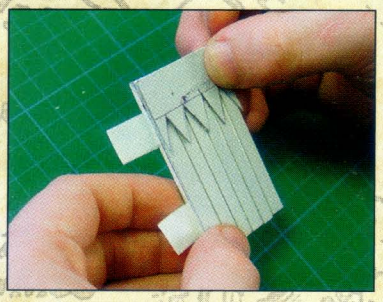
► DRAWING THE ARCHWAY
*Mark out the archway onto the piece of ceiling tile first.*



◄ STICKING THE ARCH
*The foam card provides a recess at the top of the archway.*

► MARKING OUT THE DOORS
*Drawing around the inside of the foam card is the easiest way to mark out the doors.*





◄ CARD DETAILS
*The jagged pattern is reminiscent of the gates of Helm's Deep.*

## 2 The Doors

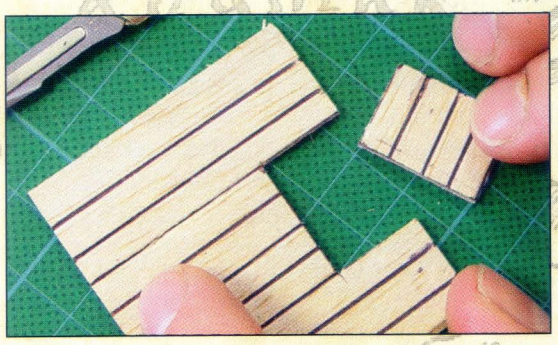
The main doors of the castle are constructed in a similar way to the gates of Pack 27's fort. Use a piece of thick card or mounting board as the basis for the doors. Draw around the inside of the foam-card hole that you cut in the previous step to get the doors the right size. This will give you a rough square of card, which you can cut in half to make the double doors. Cut a thin strip off the width of each door, to give you more clearance when the doors open.

Use folded masking tape to make the hinges just as you did in Pack 27. Once this is done, 'plank' the doors on both sides with strips of thin card. Cereal packet card is ideal. Balsa wood would look more realistic, but is just too thick for these purposes. We added additional details to the front of the doors with more card, reminiscent of the decoration on the doors of Helm's Deep. Once finished, use PVA to sandwich the hinges between the foam card and the polystyrene layers and leave the whole model to dry.

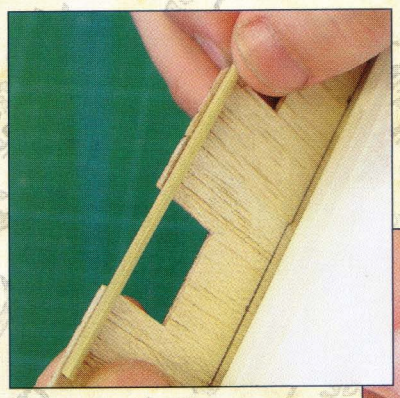
## 3 Wooden Crenellations

The top of the archway section will form the walkway of the battlements. The crenellations will be made of wood, so that they resemble the ones at Helm's Deep. Take a sheet of balsa wood the same width as the archway section and about 5cm/2" tall.

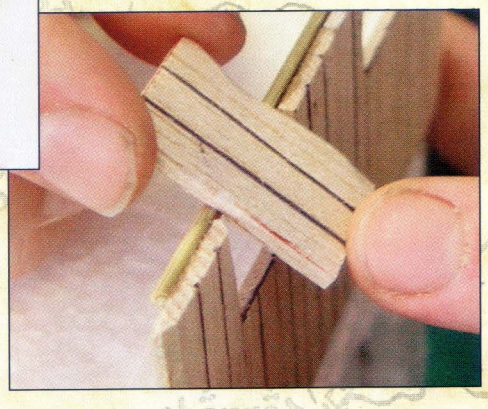
First, use a pen or pencil to score rough planks into the front of the wood. Next, cut the embrasures out of the wood. Our embrasures were roughly 1½cm/½" deep, but the exact measurements don't matter as long as they are all the same. Use PVA to glue the crenellations to the front of the archway section.



▲ WOODEN EMBRASURES
*Use a craft knife to cut the embrasures from the balsa wood.*



◄ SHIELD SUPPORT
*A section of skewer is glued into place behind the crenellations to provide a support for the arrow shields.*



► ARROW SHIELDS
*Use superglue to stick the shields to the support, as it provides an instant bond.*

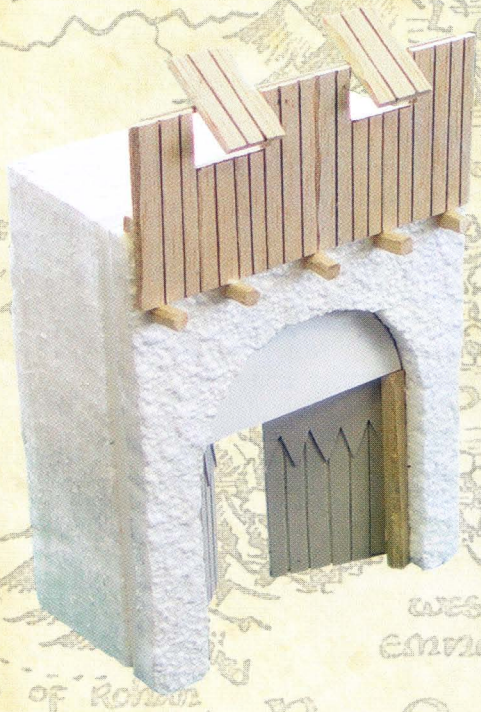
## 4 Arrow Shields

The arrow shields are basically large wooden slats that swing in front of the embrasures to close them off and protect the archers on the battlements. Each shield is made from a rectangular piece of balsa sheet, about the same width as the embrasures and approximately 3cm/1½" long. Remember to score planks onto the outsides so that they fit in with the crenellations. Next, take a piece of bamboo barbecue skewer and cut a section from it about 12cm/5" long. Glue this to the back of the crenellations, near the top of the merlons, as shown. The skewer will be clearly visible in the embrasures. Finally, stick the arrow shields to the skewer at an angle, as shown. Use superglue for an instant bond.

## 5 Support Beams

As an extra level of detail, you might like to represent the wooden beams that jut out of the front wall and support the wooden crenellations. To achieve this effect, take a length of square balsa wood rod and cut four or five small sections off it, each about 1cm/½" long. Glue these at regular intervals along the outer wall, under the crenellations, as shown. We have also added square rods on the outside of the doors, so they only open inward.

◄ WOODEN SUPPORTS
*Glue the small pieces of balsa wood into place beneath the wooden crenellations.*

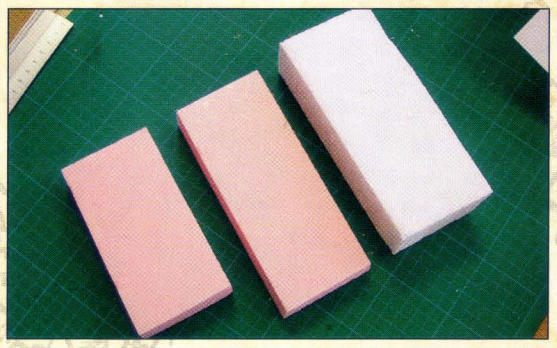


► THE ASSEMBLED ARCHWAY
*The archway is complete once you have made the battlements.*

# The Towers

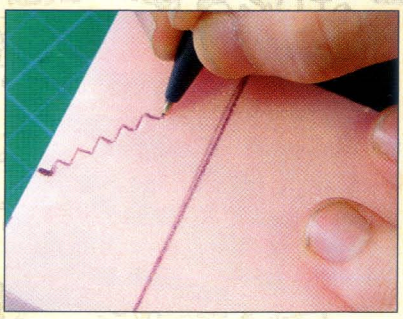
## 1 The Components

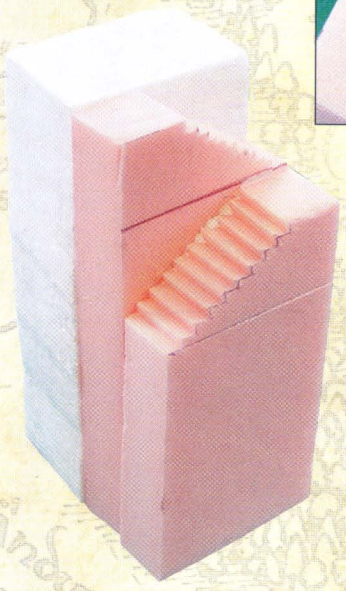
The towers are made from a rectangular piece of 5cm/2" thick polystyrene and two pieces of 2cm/1" thick styrene. First cut out a polystyrene rectangle that is the same height as the ones you used for your towers in Pack 28 and about 7cm/3" wide. Next, cut one piece of styrene the same size as the polystyrene block and a second piece that is the same width, but about 2½cm/1" shorter.



◄ THE TOWER COMPONENTS
*These three pieces will form the basis for a single gate tower.*

► DRAWING THE STAIRS
*Carefully mark out the stairs before you cut them out.*





◄ TOWER CONSTRUCTION
*The tower, assembled and ready for the next Step.*

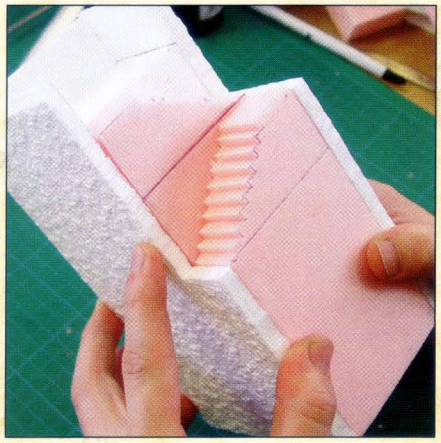
## 2 The Stairways

Take the two pieces of styrene and line them up against each other. Using the smaller section as a guide, draw a line across the top of it onto the larger piece, so that you have a straight line running horizontally across it about 2cm/1" from the top.

Mark out a flight of stairs in that space, with a small landing at the very top. Use a modelling saw or a hot wire cutter to cut out the stairs, then glue them to the large block of polystyrene. Next, take one of the wall sections from Pack 28 and mark out the height of the wall walkway onto the smaller piece of styrene. You should end up with a mark about 2cm/1" from the top of the styrene. Draw and cut out another flight of stairs in exactly the same way as you did for the previous piece, before gluing this on as shown, so that the stairs run the opposite way to the previous ones.

## 3 Covering the Tower Walls

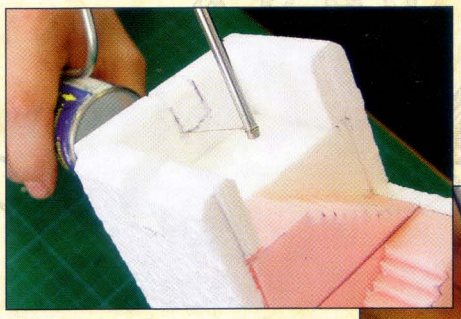
To make the towers fit in with the archway and the castle walls, they will need to be covered with polystyrene ceiling tile. Cut pieces of the ceiling tiles the right size to cover the front and sides of the towers. Leave the back uncovered for now. It is important that you don't cover up the foot of any staircase, so one side of the tower will be a different shape to the other. Remember to extend the tiles by about 2½cm/1" above the top so that you can make battlements, as in Pack 28's Modelling Workshop. To make the battlements identical to the ones you created previously, remember to cut the tiles so that the bevelled edge is at the top.



◄ TEXTURED TILES
*Remember that two of your ceiling tile sections will need to be 'L'-shaped.*

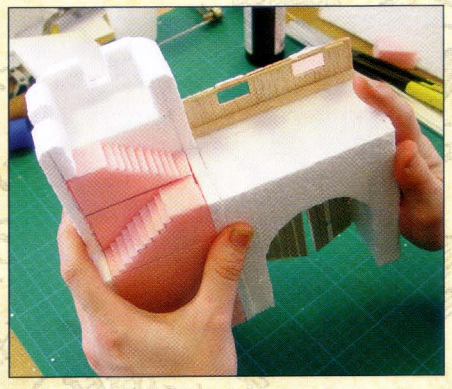
## 4 The Battlements

Glue smaller strips of ceiling tile behind the battlements so that the tops of the walls are double-thickness like before. Mark out where you want your embrasures to be. Because the towers are smaller than the corner towers from Pack 28, you may like the embrasures to be smaller too. Test the size with a model to ensure you have the right scale. Once you are satisfied, cut out the embrasures with a hot wire cutter. To finish off, cut out a diagonal just below the embrasure on the outside and carefully slice off the sharp corners of the battlements to tidy them up.



◄ CUTTING THE EMBRASURES
*Use a hot wire cutter to carefully make the crenellations.*

► SLICING THE CORNERS
*Trim away the corners of the battlements to tidy them up.*



► ASSEMBLING YOUR MODEL
*Use PVA to stick the gate towers to the arch section.*

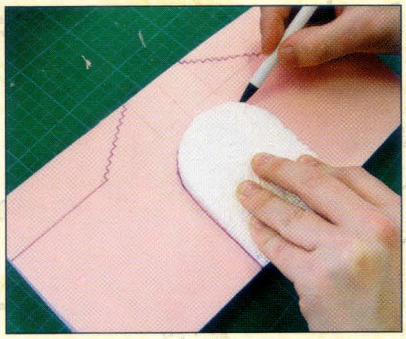
## 5 Assembling the Gatehouse

Before assembling your model, you will need to make a second tower. The two towers are identical in their construction, but one is a mirror image of the other, so remember to reverse the stairs and battlements when making the second tower. Glue the towers to either side of the arch section with PVA. The foot of the highest flight of stairs on each tower should be level with the walkway of the arch section. The backs of all the pieces need to line up flat, meaning that the towers will jut out further forward than the arch.

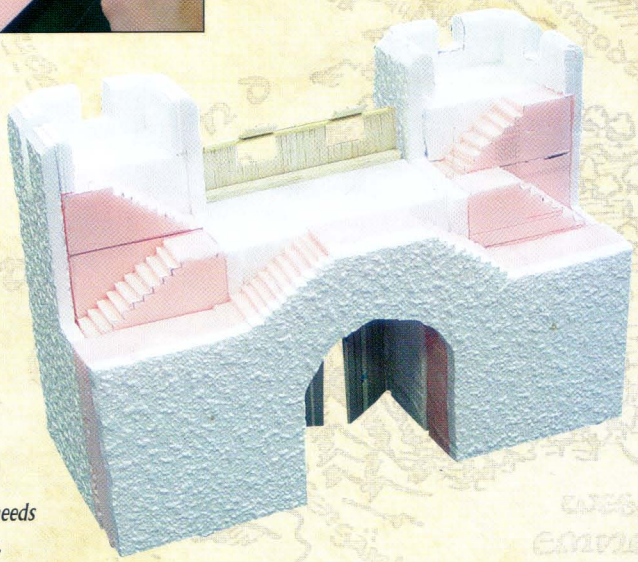
## 6 The Rear Walkway

The last section you need to make is a walkway that will join all the component parts together. Cut a rectangle out of a piece of styrene, the same height as the walkway of the arch section and as long as the combined length of all the pieces together. Each end will need to be as tall as the wall walkways on your fortress walls, so mark a line at that height straight across the styrene. Next, from that line, draw a set of steps that lead up to the gate section's battlements. Finally, use the arch-shaped piece of ceiling tile that you saved from Step 1 to mark out the gate arch in the centre of the styrene, as shown.

Before cutting out these shapes, take a piece of ceiling tile the same size as the styrene and glue them together. Once the glue is dry, use a hot wire cutter to cut around the lines you marked. This will cut through both the styrene and the ceiling tile. Finally, glue the completed rear walkway onto the back of your gatehouse – textured side out – to add extra strength and stability.



◄ MARKING OUT THE WALKWAYS
*Be as precise as you can when marking out the rear walkway.*

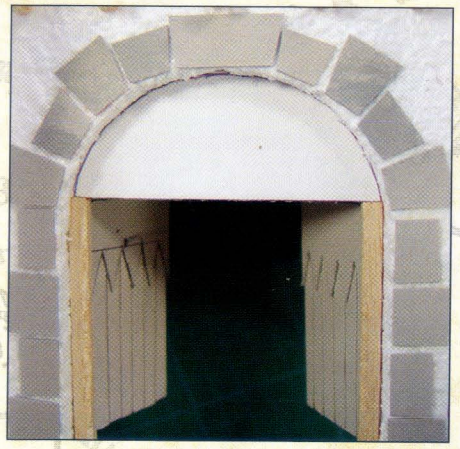


► ASSEMBLED GATEHOUSE
*The gatehouse is now constructed and just needs a few finishing details.*

# Adding Details

You will already have experience of adding small details to models as finishing touches. Here we show you some examples of details that will really help to bring your gatehouse to life.

The first details to add will be corner bricks and flagstones. The corner bricks are made of folded pieces of card in the same way as the ones from Pack 28. Use PVA glue to stick them down the front corners of each tower to hide any gaps. Next, cut lots of rectangular slabs of thin card and stick them to all the top surfaces of the walkways and landings. The arched gate can be enhanced in a similar way by adding small squares of card to make brickwork.



◄ KEYSTONES
*Adding card stones around the archway makes it more realistic.*

► A ROHAN SHIELD
*This spare plastic shield adds a great detail.*

Torches attached to walls can provide excellent details to add realism to the model. These are made from modelling wire and cut-off barbecue skewers in exactly the same way as the ones in Packs 25 and 28. You may find it best to add the torches after you have textured the model (see below).

As a final detail, we chose to add a spare plastic shield from a Warriors of Rohan kit to the recess of the door arch. You may prefer not to do this, as the castle may not always represent a Rohan stronghold in your games.

## Painting the Model

Before painting the gatehouse, you will need to texture it with textured paint. Avoid getting any of the texture on the doors, or the torches if you've glued them on already. The entire model needs to be undercoated black. The grey stone areas are painted with Codex Grey and Fortress Grey in exactly the same way as the walls in Pack 28. The wooden areas look good when dry-brushed with Graveyard Earth and highlighted with Kommando Khaki. Finally, the metal panels on the doors were painted with Boltgun Metal in the same way as Uruk-hai armour (see Pack 9's Painting Workshop), using Brown and Black inks to darken down the metal.

▲ TO BATTLE!
*In Pack 30, the Uruk-hai will attempt to batter down the gate in a Battle Report.*

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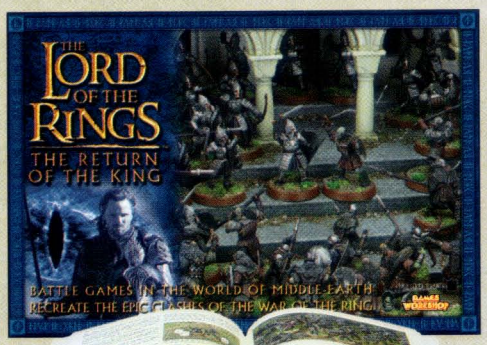

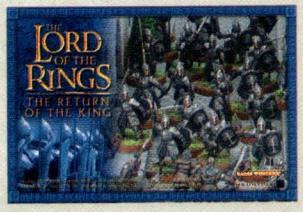


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