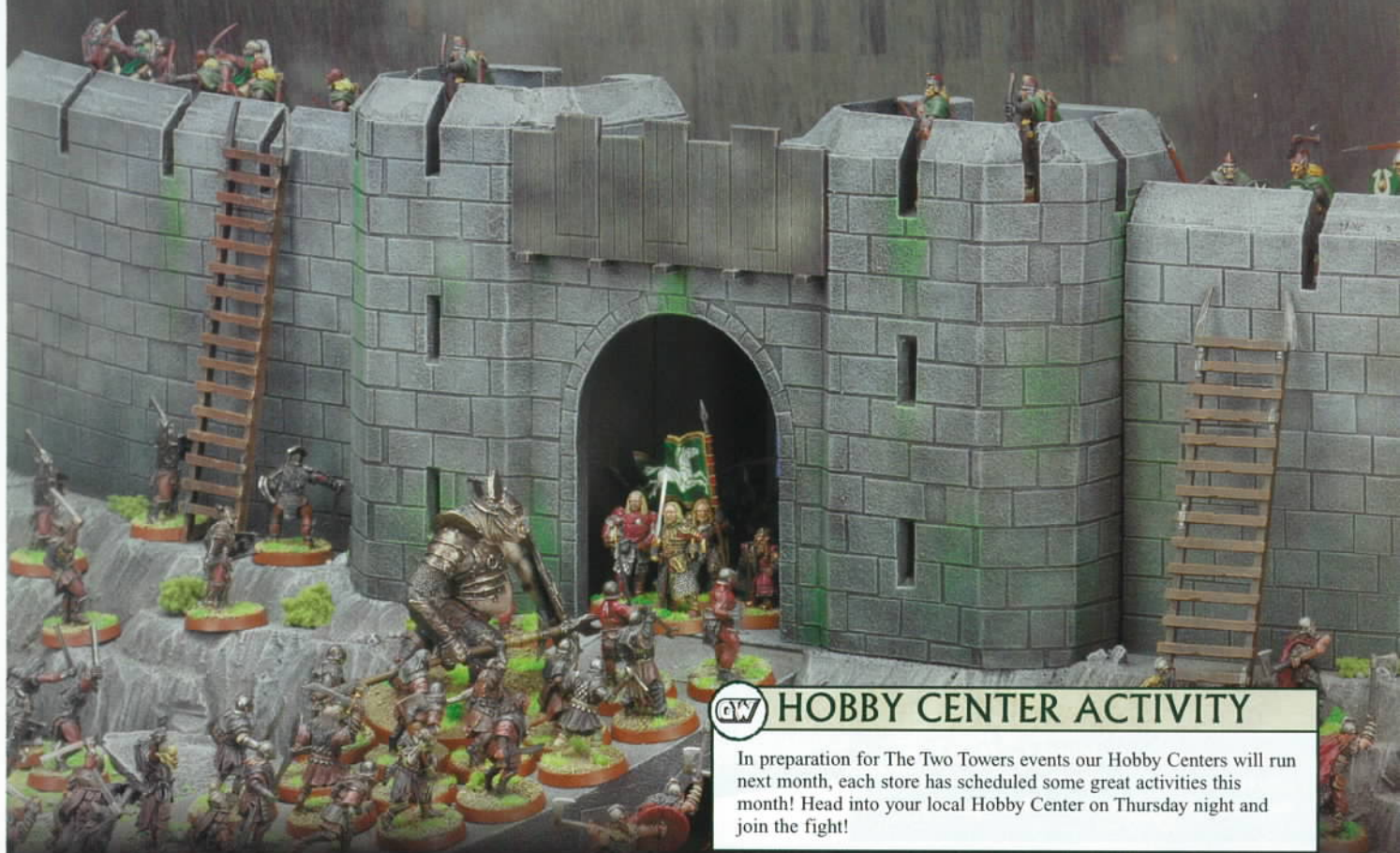


THE
LORD
OF THE
RINGS
STRATEGY BATTLE GAME
BATTLE REPORT

THE SIEGE OF HELM'S DEEP™



HOBBY CENTER ACTIVITY

In preparation for The Two Towers events our Hobby Centers will run next month, each store has scheduled some great activities this month! Head into your local Hobby Center on Thursday night and join the fight!

Game Stats

Scenario:
The Siege of
Helm's Deep.

Forces:
1,500 points each. For
every twenty models, the
Evil side can include one
siege ladder.

Location:
Helm's Deep.

Timeline:
The War of The Ring.

Players:
Graham McNeill (Good)
Gav Thorpe (Evil)

This scenario from The Two Towers journey book allows you to re-create the entire Siege of Helm's Deep. Graham McNeill and Gav Thorpe take up the struggle for Rohan.

The Scenario

Objectives: The Good player wins if the Evil force is wiped out and Aragorn, Gandalf, and Théoden are still alive. The Evil player wins if Aragorn, Gandalf, and Théoden are all slain, thus sealing the fate of Middle-earth. If the Evil force is wiped out but has slain Aragorn, Gandalf, or Théoden, then the game is a draw.

Gaming Area

The scenario is played on 48"/120 cm square board.

Starting Positions

Good: Choose at least 500 points of Good models (which must include Gandalf the White and Erkenbrand) for reinforcements. These models are not deployed until later. Aragorn, Théoden, Legolas, and Gimli and the remaining Good models are deployed within the walls of Helm's Deep.

Evil: All Evil models may be placed anywhere on the board but no closer than 12"/28 cm to the walls of Helm's Deep.

Scenario Special Rules



Helm's Deep Has but One Weakness

The culvert can be destroyed as described in The Deeping Wall scenario in The Two Towers journey book. If demolition charges are used on other parts of the wall, they will have no effect, though they can be used as normal to attack the gate.

The Gate

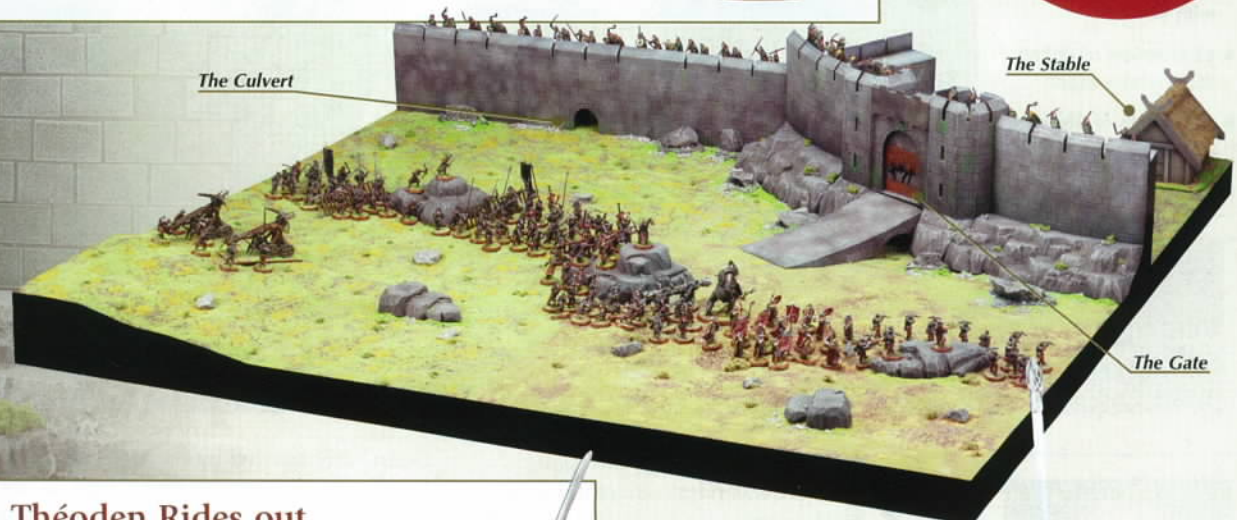
At the start of the siege, the gate is intact and braced from within. Treat it as a fortress gate with a Defense of 10 and 3 Batter Points.

Legion of the White Hand

Every time an Evil warrior with a single Wound is slain, put it aside. At the end of the following Evil Move Phase, it may re-enter play on a die roll of 3 or more. If a 1 or 2 is rolled, the model may not re-enter – do not roll for it again. Once Gandalf and the rest of Rohan's reinforcements arrive, no more Evil models may enter play. The Evil force is considered Broken only at the beginning of any turn when there are less than 50 Evil models in play.



Learn how to make this Helm's Deep model in the new The Two Towers journey book



Théoden Rides out

From Turn 8 onward, any Good model may mount a horse by moving into contact with the stable. When this happens, treat any Warriors of Rohan that mount horses as Riders of Rohan. Models may only mount up as long as Théoden is alive. Théoden must mount first. If the player moves his cavalry models out of the gate, Théoden must accompany them – no skulking about behind the castle walls for the king!



The White Rider

Gandalf the White and the reinforcements deployed with him arrive at the end of the Good Move Phase in Turn 12. Remember, models that move onto the board cannot charge in the turn they arrive but may otherwise act normally.



Defenders of Rohan

Graham McNeill protects the honor of the Rohirrim with King Théoden's mighty army of Helm's Deep.

Army List

- Gandalf the White
- Aragorn
- Legolas
- Gimli
- Théoden
- Háma
- Gamling
- Éomer
- Erkenbrand
- 6 Royal Guard
- 14 Riders of Rohan
- 17 Warriors of Rohan with bows
- 12 Warriors of Rohan with hand weapon
- 8 Warriors of Rohan with throwing spears
- 4 Outriders



Graham McNeill hails from Scotland, where, legend has it, he was found under a mulberry bush. The evidence for this is that he eats no mulberries. He does, however, write exceedingly good rules for *The Lord of The Rings*.

My army selection for this battle report was pretty straightforward: take every infantry model we had on the Rohan shelves and stick it on the walls of the fortress! Following the scenario rules, I had to have 500 points of reinforcements to come to the rescue. Since the fighting was sure to be at the walls, this force needed to be something fast. Thus, once I'd included Gandalf the White on Shadowfax and Erkenbrand on horseback, I packed as many Riders of Rohan into this force as possible (which turned out to be 14).

The rest of my army consisted of Warriors of Rohan, some Rohan Royal Guard, and some Rohan Outriders (who'd obviously stabled their horses elsewhere for the moment). I also had a sizeable contingent of Heroes, with Aragorn and Théoden leading the defense of Helm's

Deep, ably assisted by Éomer, Legolas, Gimli, Gamling, and Háma. I kept all my archers on the walls, hoping to thin out the ranks of Uruk-hai before they reached my battle line. I placed lots of warriors with shields on the ramparts too, knowing that I'd need their good Defense values to keep the enemy from the walls.

Gav was sure to aim the Isengard Troll for the gate. Thus, I put Gimli, Éomer, Háma, and Gamling – together with some Royal Guard for support – behind it, ready to fight the monster when it got there. Aragorn and Théoden manned the walls, and I was confident that they'd be able to quickly stem any breakthrough attempts if Gav managed to get his filthy Uruks onto the wall. To win, I needed to wipe out the entire Evil force – a tall order in anyone's book, but then Gav's objective isn't much easier.

Graham McNeill

The Host of Isengard

Sinister overlord Gav Thorpe takes charge of Saruman's legions for the greatest battle in the history of Rohan.



Army List

- Vraskû
- Uglúk
- 2 Uruk-hai Banner Bearers
- 2 Siege Ballistas and 6 Uruk-hai crew
- 1 Isengard Troll
- 14 Uruk-hai with crossbows
- 8 Uruk-hai Berserkers
- 7 Uruk-hai Scouts
- 7 Uruk-hai Scouts with bows
- 26 Uruk-hai
- 17 Uruk-hai with pikes
- 1 Uruk-hai Demolition Team
- 1 Dunlending Banner Bearer
- 1 Dunlending Chieftain
- 5 Dunlending Warriors with bows
- 11 Dunlending Warriors
- 16 Orcs

There are three ways to get into Helm's Deep: over the wall with ladders; through the wall by blowing up the culvert; and through the gate by battering it down. I decided to dedicate part of my force to each of these objectives. The ladders were mostly entrusted to solid blocks of Uruk-hai whose Fight values and Strength would give them the edge against normal Warriors of Rohan despite fighting at the top of a wobbly ladder. I also gave a ladder to the Dunlendings, since I felt that they were expendable but would keep Graham distracted from the real threats.

For the gate assault, I wanted some hard-hitting models, so I allocated Uglúk and the Isengard Troll to this duty. Some regular Orcs backed them up, but they were just there to carry the ram and soak up the Rohan bow fire. For the bombs that were heading to the culvert, I also

provided some living shields, this time Uruk-hai Scouts.

The last part of the army was the missile troops – plenty of Uruk-hai with crossbows, plus a handful of Dunlending archers and some Uruk-hai Scouts with bows. I massed the crossbows together, with Vraskû to support the Dunlendings, as they would need the help. I kept the rest of the bow-armed models in clusters to snipe at the defenders.

I intend to place the siege ballistas out of counter-fire range where they could see the whole of the wall. Although I could use them to fire at the defenders until my own troops closed in, they're not very accurate, and the main point of their inclusion was their ability to instantly hoist ladders up to the top of wall.

Other than, the orders were very straightforward: charge!

Gav Thorpe



One of the custodians of our games rules, this epic battle report has taken its toll on Gav Thorpe. He's been found wandering the halls of Games Workshop several times of late, cackling maniacally about a palantir and a "new power rising."

So It Begins...

Turns 1-3

Tension swelled, as the two armies faced off across the battlements of Helm's Deep.

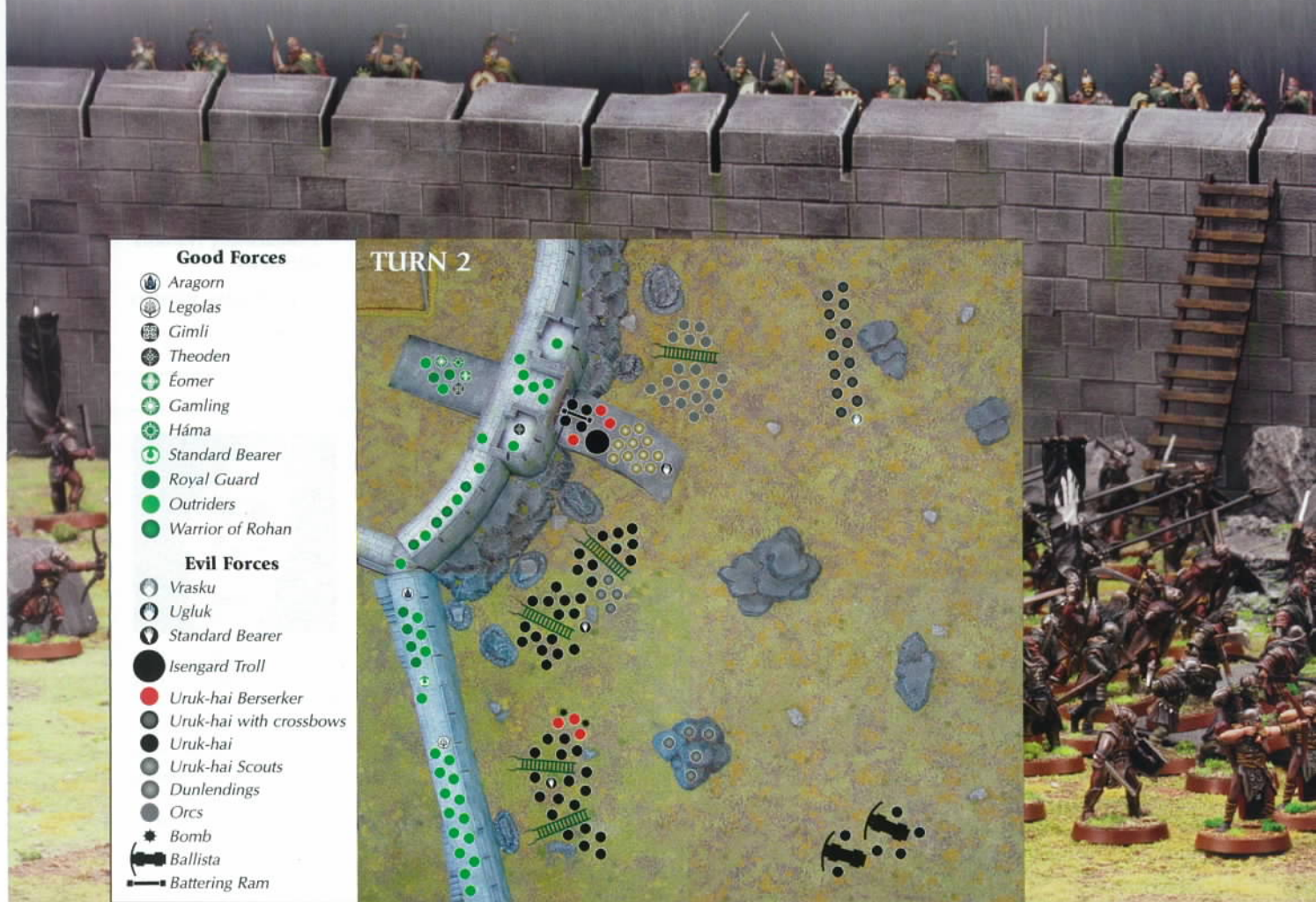
For a bit fun before the game, Gav allowed Graham to take a single shot with a Rohan archer (like the nervous old guy in the film did). This shot actually hit and killed an Uruk-hai, which Graham took as a good omen for the rest of the battle to come.

The Evil force surged forward, with every model moving towards Helm's Deep. The battering ram and Troll, not surprisingly, headed toward the gate, while a solid block of Uruk-hai with crossbows took up position on the right to shoot at the Rohan defenders. The Uruk-hai with ladders, the Demolition team, and the Uruk-hai Scouts ran toward the Deeping Wall and intended to blow it sky high. Legolas and the Rohan archers sent a

volley of arrows at the Demolition team, but only the Elf's shot was true and killed one of the bomb carriers. Another volley saw a ladder carrier slain. In return, a Warrior of Rohan was felled by crossbow bolts.

The Uruk-hai surged forward toward the Deeping Wall and intended to blow it sky high!

As the Evil force closed rapidly upon the gate, the Rohan archers fired another volley, which proved more accurate and killed four of the Uruks. The Uruk



Good Forces	
	Aragorn
	Legolas
	Gimli
	Theoden
	Eomer
	Gamling
	Háma
	Standard Bearer
	Royal Guard
	Outriders
	Warrior of Rohan
Evil Forces	
	Vrasku
	Ugluk
	Standard Bearer
	Isengard Troll
	Uruk-hai Berserker
	Uruk-hai with crossbows
	Uruk-hai
	Uruk-hai Scouts
	Dunlendings
	Orcs
	Bomb
	Ballista
	Battering Ram



crossbows retaliated and killed another Rohan warrior above them as a ladder was thrown up against the wall by the ballista. The Orc carried to the ramparts atop the ladder was unable to defeat the defender and was hurled to his death on the rocks below by the defenders. Things looked grim for Rohan as the Uruk-hai advanced on the walls of the fortress. Worse, the bomb carriers were drawing worryingly near.

The Evil assault on the walls of Helm's Deep began in earnest, with a multitude of Uruk-hai swarming up ladders. The battering ram reached the gate and smashed into it, but the timbers resisted the strike. Ladders were cast down, and many of the attackers fell to their deaths.

As their evil companions wrestled with

the horse lords, the army of Saruman loosed a hail of missiles, felling three Warriors of Rohan. Arrow was traded for arrow, death for death, as the torch-carrying berserkers were all killed by the archery of Legolas. All across the walls, Men of Rohan and Uruk-hai fought furious combats, with Aragorn anchoring the defenses by killing several Uruk-hai attempting to gain the parapet.

In the center, the Dunlending Chieftain was carried to the ramparts of the Hornburg by a ballista-aided ladder. Théoden rushed to intercept this threat. In the ensuing fight, the King of Rohan slew the Chieftain, but more Dunlending Warriors scaled the walls as the Uruk-hai crossbowmen continued to thin the numbers of defenders on the wall.



As this battle report closely follows the events of The Two Towers, Aragorn is armed with Anduril.



But One Weakness

Turns 4-8

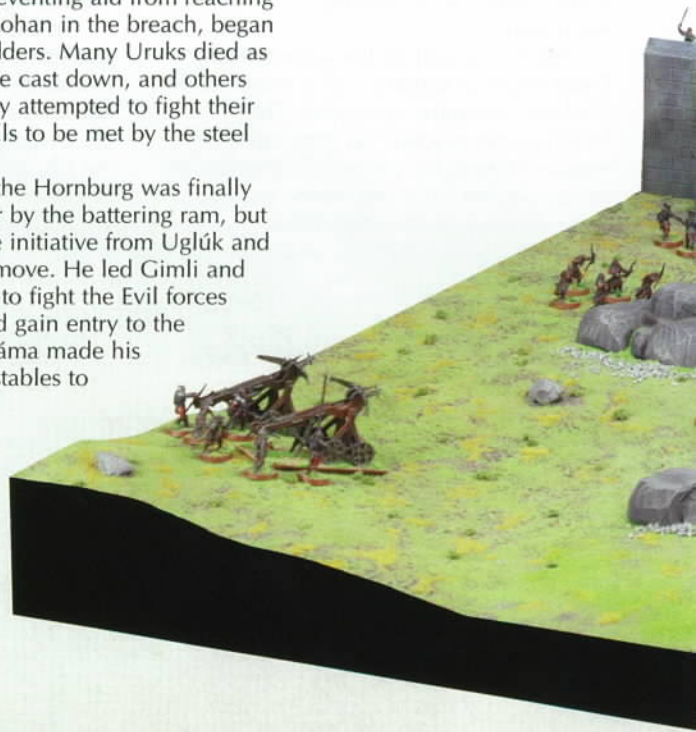
The defenders began to take heart. Saruman's army was faltering, but the power of Isengard was not yet revealed.

Having killed the chieftain, Théoden rallied his men to him and charged the Dunlending Warriors who had followed their leader to the ramparts. But before any blows could be struck, the Uruk-hai did their work for them, unwittingly shooting the Dunlending warriors with crossbow bolts. With the wall secure, Théoden and two warriors headed down the steps toward the stables. Soon the time would come for the King of Rohan to ride out and meet the foe on the open field.

While the fighting raged on the walls above, the timbers of the gateway splintered, and a thunderous explosion shattered the stone of the Deeping Wall. The Uruk-hai had successfully detonated the bomb by striking the casing with their swords, and the wall collapsed! Legolas took a wound from flying debris, and six Warriors of Rohan were killed in the blast. A breach had been blown in the wall, and the Warriors of Rohan who had survived the explosion rushed to defend it from the attacking Uruk-hai. The breach became the focal point of the fighting at the Deeping Wall as more and more Uruk-hai attempted to force their way through the ruins. The Warriors of Rohan and Legolas kept firing into the breach, picking off those Uruk-hai who carried pikes to deny the enemy their superiority in numbers.

Yet the Evil shooting was also showing itself to be dangerously effective, and three Warriors of Rohan were killed on the walls of the Hornburg, leaving the ramparts undermanned. More Evil warriors, set on keeping the defenders on the walls occupied and preventing aid from reaching the Warriors of Rohan in the breach, began to ascend the ladders. Many Uruks died as their ladders were cast down, and others were slain as they attempted to fight their way over the walls to be met by the steel of Rohan.

The gates of the Hornburg were finally smashed asunder by the battering ram, but Éomer seized the initiative from Uglúk and called a Heroic move. He led Gimli and the Royal Guard to fight the Evil forces before they could gain entry to the fortress, while Háma made his way toward the stables to join the King.



Saruman's Lore

If ever there was a lethal testament to Saruman's knowledge of science and sorcery, the Uruk-hai bombs are it. Even if the Good player is able to kill the torch-carrying Berserkers in a Demolition Team that doesn't mean the danger is over. If the bomb carriers can pass their Courage test and roll a 6, they've managed to detonate the bomb anyway. And bombs that detonate in the culvert automatically count as having rolled a 6 on the Detonation Chart!



**Good Heroes**

- Aragorn
- Legolas
- Éomer
- Gamling
- Gimli

Evil Heroes

- Vraskû
- Uglúk

To the Last Man

The real hero of these turns had to be the lone Warrior of Rohan (a) who had single-handedly managed to defend the ramparts against the Dunlendings (and survive dozens of crossbow shots!). Even after he reached the ground, Gav was determined to kill him and fired more shots than was probably wise at this warrior – all of which he survived!



Éomer killed an Orc, but Gimli was unable to kill his foe. The shadow of the Isengard Troll was beginning to loom large in the gateway.

King Théoden reached the bottom of the wall with his bodyguards and called his warriors to join him in a glorious charge from the gates. The fighting continued on the walls of the Hornburg, with Aragorn leading the Royal Guard into combat with the Uruk-hai. More ladders were raised on the Deeping Wall, and the Uruk-hai pressed through the breach once more. Again, Legolas sent shot after shot into the breach and killed an Uruk-hai with a pike. A storm of crossbow bolts accidentally skewered an Uruk-hai in combat, and a Warrior of Rohan was killed by the Uruk-hai Scouts.

Once again, the breach held. No Uruk-hai could reach beyond the Deeping Wall. In the gateway, Éomer called a Heroic Combat in an attempt to lend his strength to Gimli but failed to kill his opponent and was left fighting an Uruk-hai. Gimli and the Royal Guard cleared a path to the Troll. Unless the brute could be slain, King Théoden's ride to glory would be short-lived indeed. There were plenty of Uruk-hai between Gimli and the Troll. Whichever force gained Priority next turn would be at a distinct advantage.

On the Deeping Wall, Aragorn and the Royal Guard killed their opponents and secured the wall. Any Uruk-hai who dared climb to the ramparts would be met by the flashing blade of Anduril!



The Isengard Troll is a mighty foe indeed and proved to be a major danger to the Good side.

Look to the East

Turns 9-12

As dawn breaks on the fifth day, expectation rises in the hearts of the Men of Rohan. Will Gandalf return?

The Evil force pressed forward once again. Uglúk called an Heroic move and ordered the Uruk-hai to leap from the causeway to make way for the Troll, causing many to be dashed to pieces on the boulders around it. The huge Troll charged Gimli, who was left to fight the creature on his own. Uglúk charged Éomer and hoped to push the forces of Isengard through the gateway. The Warrior of Rohan who had bravely defended the ramparts to the left of the Hornburg through hails of crossbow bolts and angry Dunlendings finally abandoned the wall. This brave man knew that if he stayed, the Uruk-hai crossbowmen would surely slay him. He made his way down the steps toward the stables and the king (who was, even now, mounting Snowmane). The Dunlendings outside at the foot of the ladders moved to take advantage of the empty wall walk above.

Legolas and two Warriors of Rohan kept up a steady stream of arrows into the breach. This bowfire culled the Uruks before they could bring their superior numbers to bear. Each time the Uruk-hai

clambered over the rubble of the breach, they were met with a hail of arrows that gave the beleaguered warriors below respite from their relentless attack.

The fighting in the gate waxed fierce. Éomer was able to kill a Berserker, while Gimli fought the Troll to a standstill. Despite managing to win the fights, Gimli could not wound the monstrous beast, and the two foes traded blows to no effect. A Berserker finally gained the walls to the right of the Hornburg, killed two Warriors of Rohan, and cleared a space for the rest of the Uruk-hai. Aragorn and the Royal Guard moved to intercept the Uruk-hai, but the press of bodies prevented Elendil's heir from reaching the enemy.

The Dunlending Warriors swarmed up the ladders to the empty ramparts above and finally entered the fastness of their hated enemies. Aragorn called another Heroic move and charged the Berserker and Uruk-hai gathering on the ramparts. Théoden and the Riders of Rohan rode to the bottom of the causeway and fired their bows at the Dunlendings on the wall



Uglúk is a hero not to be trifled with.



Gimli is an incredibly tough Hero. With his Defense value of 8, he was able to stand toe-to-toe with a Troll!





but failed to kill any of them. The Rohan force was rapidly running out of warriors to stop each ladder, and more and more Evil warriors were clambering up to the ramparts. Vráskû, the Uruk-hai Captain, climbed to the walls and drew a bead on the lone Warrior of Rohan who had prevented the Dunlendings from entering the fortress, but his bolts failed to bring down this brave soldier.

The battle in the gateway continued, with Éomer and the Royal Guard helping Gimli in his desperate fight against the Troll. The beast was beaten back, and Gimli was finally able to wound it with a blow from his axe.

At last, the defenders of Helm's Deep looked to the east and saw the White Rider upon the horizon, accompanied by

Erkenbrand, Lord of the Westfold, and his riders of Rohan. The horsemen spread out, ready to charge, though the Uruk-hai beyond

At last! The defenders of Helm's Deep looked to the east and saw the White Rider.

the walls had massed to fend off the newly arrived reinforcements. A Sorcerous Blast from Gandalf killed a Berserker and two Uruk-hai, and knocked over half a dozen others. Suddenly, the Evil force was looking a lot less fearsome.

The Turn of the Tide

Gandalf's arrival came not a moment too soon for the forces of Rohan, as it meant that Gav could no longer solely concentrate on the walls. Gav now had to divert some of his warriors to deal with the reinforcements, which gave the Rohan forces the chance to link up with each other and destroy Saruman's army piecemeal.



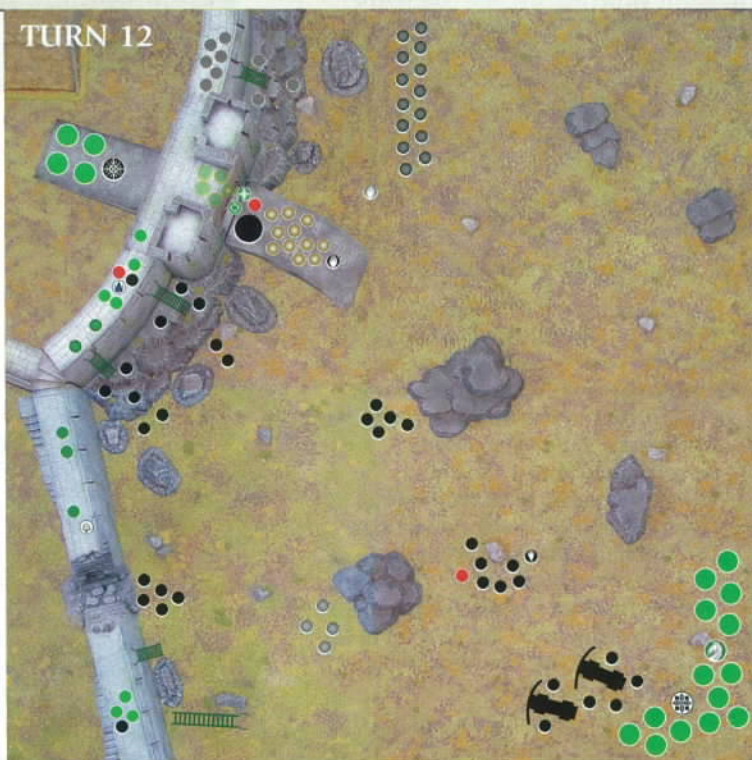
Good Forces

- Aragorn
- Legolas
- Mounted Theoden
- Mounted Gandalf
- Mounted Erkenbrand
- Éomer
- Gamling
- Háma
- Standard Bearer
- Royal Guard
- Warrior of Rohan
- Outrider
- Rider of Rohan

Evil Forces

- Vráskû
- Uglúk
- Standard Bearer
- Isengard Troll
- Uruk-hai Berserker
- Uruk-hai with crossbows
- Uruk-hai
- Uruk-hai Scouts
- Dunlendings
- Orcs
- Ballista

TURN 12



Théoden Rides out

Turns 13-18

After dealing with the enemies in the gate, Théoden managed to assemble a cavalry force to take the fight to the enemy.

The Dunlendings who had already gained the walls of the Hornburg moved along the fortress and hoped to overwhelm the defenders above the gate. Éomer and Gimli attempted to finish off the Troll. Théoden charged into the gateway, ready to fight alongside their comrades, and Aragorn with new heart charged the Uruk-hai on the wall.

The fighting on the Deeping Wall had devolved into small, bitterly fought battles, with the archers focusing their attention on the Orcs and Uruk-hai struggling through the breach. Only a pair of valiant Royal Guard stood at the top of the ladders to fend off the enemy, but the courage of the Rohirrim had not faltered thus far.

In the gateway, things went ill for the defenders as Gimli was hacked down by the Troll, leaving only Éomer to defend it. The Troll continued its bloody rampage and almost killed Éomer. All was not lost, however, as Théoden and his warriors charged through the gateway and rode down Uglúk.

The arrival of Gandalf, Erkenbrand, and the Riders of Rohan had turned the tide of the battle in the favor of men. King Théoden and his riders rode from the fortress and charged the Troll on the causeway to avenge the death of brave Gimli. The Men of Rohan were in no mood to be merciful and cut the Troll to pieces. The causeway was clear, and the King of Rohan could finally ride out. Both forces were close to breaking, and the next few casualties would prove decisive.

To save Théoden and his riders from the deadly volleys of Uruk-hai crossbows, Gandalf cast a Blinding Light about himself and rode with all speed to the Hornburg. Erkenbrand led the Riders of Rohan in a mighty charge against the Uruk-hai. After a brutal combat, the horse lords began to cut their way through to the king. The Dunlendings on the walls died beneath the shining blade of Aragorn. The battle in the breach finally began to go well for the Warriors of Rohan, as Legolas killed two Uruk-hai below him.

The Uruk-hai were sorely pressed as the Riders of Rohan fought relentlessly and drew ever closer to the King who, together with his own Riders, cut a bloody swathe through the Uruks at the foot of the causeway. The Uruk-hai with crossbows were bowled over by another Sorcerous Blast from Gandalf. Saruman's mighty army was now in total disarray.

Good Heroes

-  Aragorn
-  Legolas
-  Mounted Theoden
-  Mounted Gandalf
-  Mounted Erkenbrand
-  Éomer
-  Gamling

Evil Heroes

-  Vraskû



Champions of Good

In the last phases of the game, it was Erkenbrand and Gandalf who turned the tide, with Erkenbrand's heroic moves allowing his riders to charge the Uruk-hai rather than be charged themselves. Gandalf's magical powers enabled him to ride to Théoden's rescue with his Blinding Light and also to knock entire lines of Uruk-hai crossbowmen to the ground! The arrival of the reinforcements brought a dramatic swing to the flow of the game that Graham could not have hoped for, much to Gav's dismay.



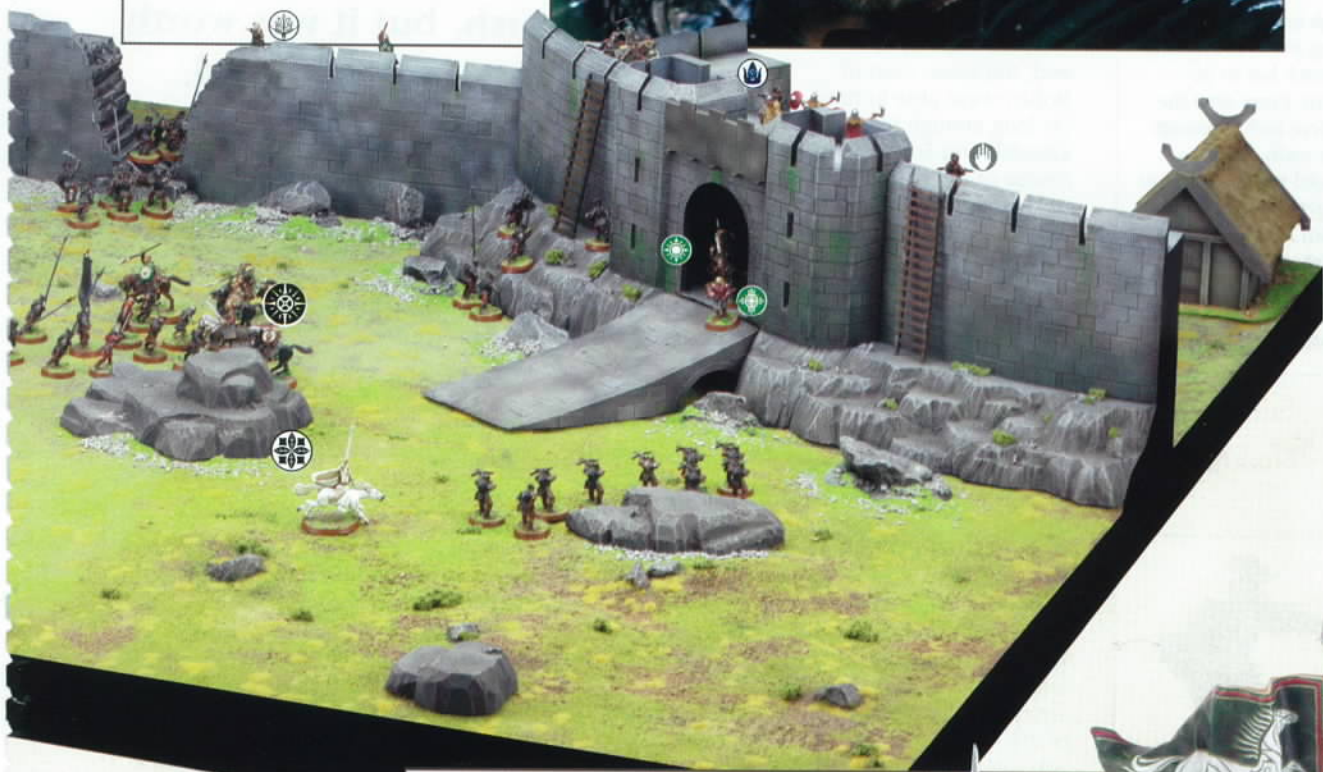


Battle Tracker



Flame of the West

Had it not been for Aragorn, the walls of the Hornburg would surely have fallen. The Warriors of Dunland flooded onto the walls of Helm's Deep, only to be met by Isildur's heir and his mighty sword Anduril. A Hero of Aragorn's caliber proved too much for the unfortunate Dunlendings, who scattered before him!



End Game

The Evil force was now caught between the hammer of the Heroes of Rohan and the anvil of Erkenbrand's newly arrived Riders of Rohan. There would be no escape for the Uruk-hai. As Théoden, Aragorn, and Gandalf were alive and uninjured, Gav conceded the game.



VICTORY



DEFEAT

The Hornburg Endures



Hero of the Hour

Though every Hero did sterling work, the Man of the Match has to be Aragorn. Every time the Evil force broke through on the walls, Aragorn managed to prevent them from getting a foothold. Without his intervention, it's likely that the wall would have been captured and the defenders slaughtered.

The Dark Night Has Passed

Graham: To say that this was a marathon battle report would be an understatement. It took the better part of two days to finish, but it was worth it to see how cool the battlefield looked when it was packed with every Rohan model and every Uruk-hai we could lay our hands on.

The battle itself was a real nail-biter, swinging from one side's favor to the other several times during the course of the game. At some points, I was sure I had Gav beaten, only for him to surge across the walls or kill my warriors with ease. In the end, the brave Men of Rohan were able to hold on long enough for Gandalf and Erkenbrand to come to the rescue of the beleaguered defenders.

Looking back, I don't think there's much I'd have changed about my plan, though I'd have tried not to let Gimli get killed in the gateway! Éomer was lucky to be alive at the end of the game, considering the pummeling he took at the hands of the Troll, but luckily Théoden and

Háma were there to save him from my inept dice rolling. I was perhaps a little too impetuous with Erkenbrand's Riders of Rohan. They charged in just because they could but should have waited to gather together for one, decisive hammer blow into the rear of the Uruk-hai lines.

In the end, it all came good for the champions of the West. Though both forces were broken by the end of the game, I still had plenty of heroes scattered throughout

It took the better part of two days to finish, but it was worth it to see how cool it looked.

my army to keep it together, while the Evil force had none and would likely begin to fall apart without a Hero's *Stand Fast!*

It had been a bloody battle, with many great, evocative moments on both sides. Aside from Gimli's messy death, we'd more or less re-enacted the Battle of Helm's Deep as it happened.



Minion of the Match

On the far left of my line, a single desperate Uruk-hai finally managed to get to the battlements and then onto the steps. He then proceeded to turn back and cut down two more archers, bringing his total to four dead Rohirrim, including the model that took the Good army past its break point. A bit more of that spirit elsewhere would have turned the tide!

A Poorly Led Army Never Wins

Gav: The plan worked pretty much as I had hoped (*Er, you wanted to lose? Foolish manling – Grombrindal*). Breaching the Deeping Wall so quickly was a real bonus, although Graham's warriors did exceptionally well to keep the attackers out of the hole in their defenses. By the end, I was desperate to kill Legolas, whose shooting was taking a heavy toll on the troops trying to pour through the breach. Graham cleverly targeted the pikemen who could have supported the warriors at the front line of this desperate and ferocious battle.

I think I may have spread my ladders too thinly along the length of the Deeping Wall. Graham was able to have two warriors fighting at the top of each one. If I had concentrated all four ladders between the breach and the gatehouse, he would have been in more trouble – more one-on-one combats for my powerful Uruk-hai, and fewer models helping out to push the ladders down. As it turned out, much of my mighty army spent an awfully long time hanging around at the base of the ladders

getting shot at while they patiently waited their turn to charge up to the top of walls and get cut down.

But the fight at the gate was great, especially my Troll getting one over on the tank-like Gimli!

Unfortunately, pulling back the Orcs to form a second line played into Graham's hands, as it gave Gandalf time to get over

The fight at the gate was great, especially getting one over on the tank-like Gimli!

and protect the Riders of Rohan emerging from the gate. I would have felled them with the Uruk-hai crossbows were it not for the White Wizard's Blinding Light power.

My biggest concern, and it grew during the course of the game, was my lack of Heroes. On occasion, an Heroic move or a point of Might in combat would have been very useful. If I were to fight a siege again, more Uruk-hai Captains, and even a couple of Orc or Dunlending Heroes, would certainly feature.