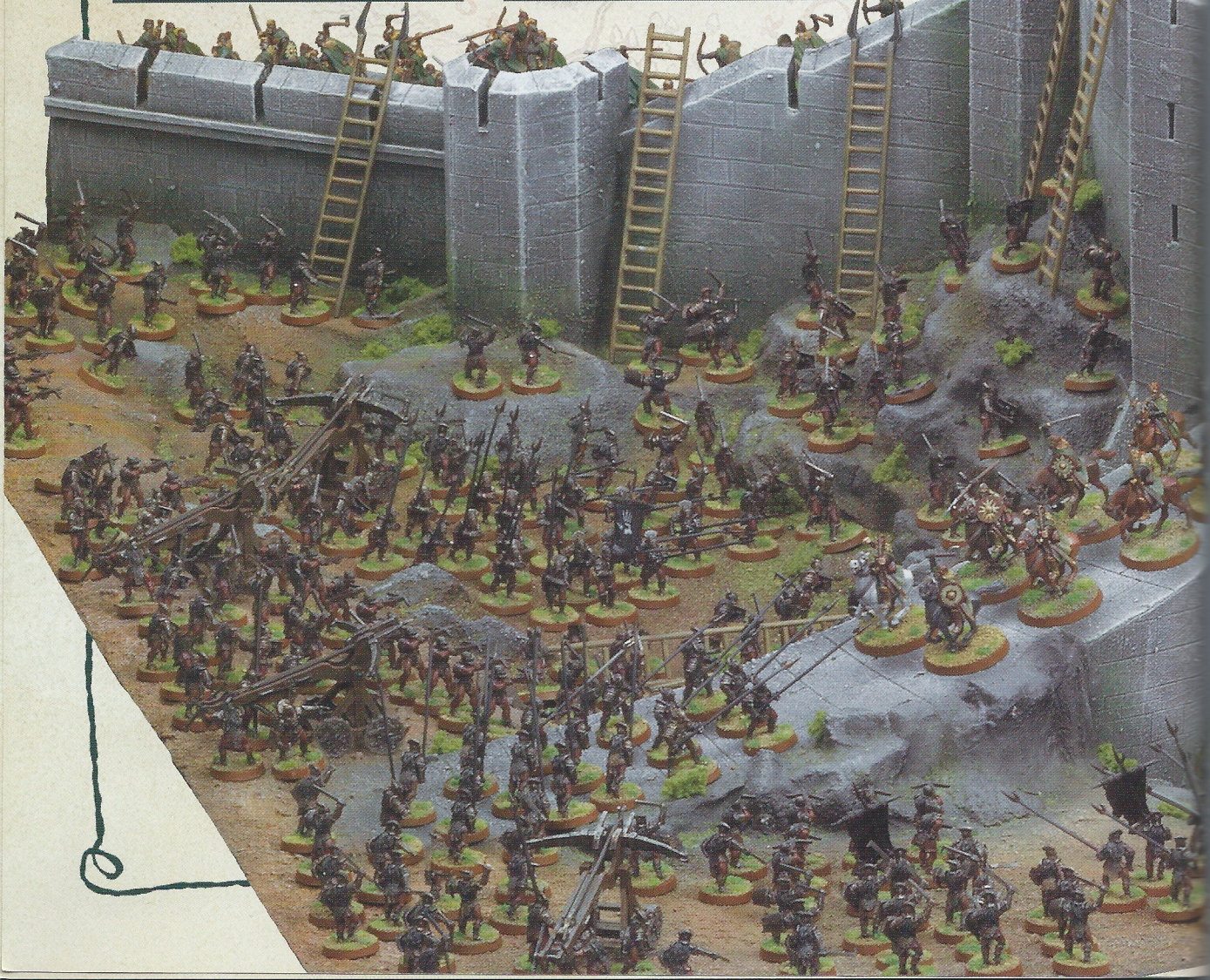
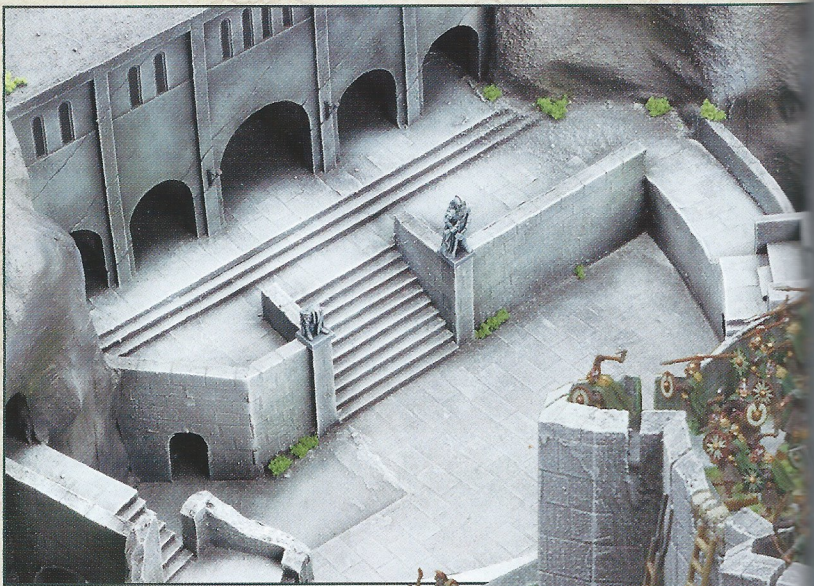
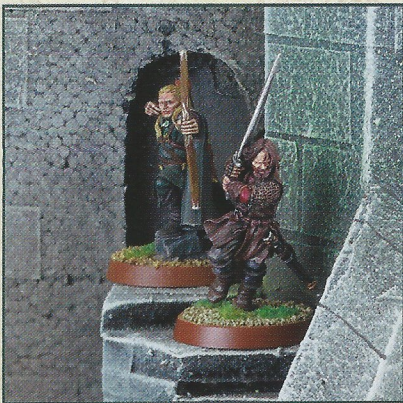


This absolutely stunning model of Helm's Deep has been created by Dave Andrews and Mark Jones. Over the next few pages we chart their progress in making this incredible terrain board.

Dave Andrews and Mark Jones, two of Games Workshop's expert model builders, used the same plans to construct their model as those used by the set makers that put together the real Helm's Deep for The Two Towers film.

# HELM'S DEEP

*How we built this incredible terrain board.*











*The heroes of Helm's Deep defend the walls.*

## STARTING OUT

A few decisions had to be made at the start of the project, the most important of which was the size of Helm's Deep. The model had to be big enough to look large and impressive once miniatures were on it, but small enough that it could fit onto a typical 4'x4' gaming table.

## PLANNING

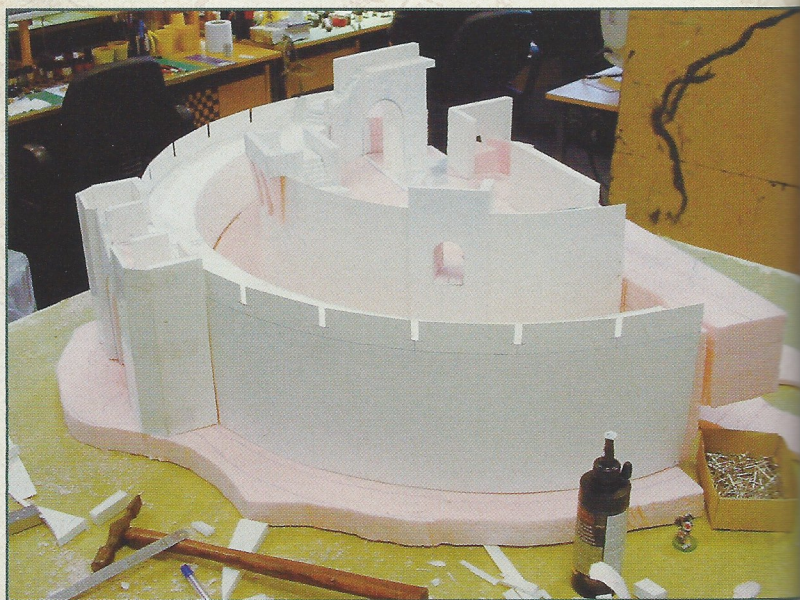
Paper the same size as the table was laid down and, armed with the set plans, Dave and Mark set about sketching the dimensions of the two main walls directly onto this. Once this was done, the sketches could be used as a template for cutting the walls using Styrofoam and a hot wire-cutter. They could then begin bulking out the ramp, courtyard and gatehouse, also using blocks of Styrofoam.



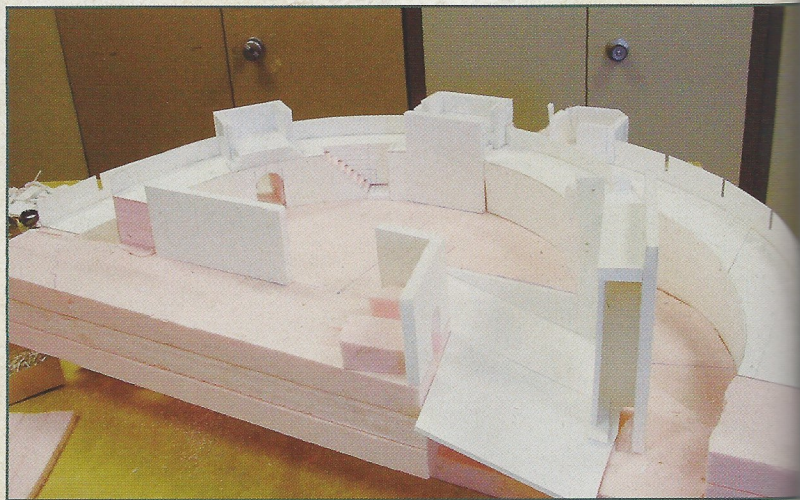
*Cutting the walls.*



*Openings were cut into the walls.*



*The walls were placed on the base and then the courtyard and gatehouse were added.*



*Interior walls and details, such as ramps and stairs, were made from foamboard.*





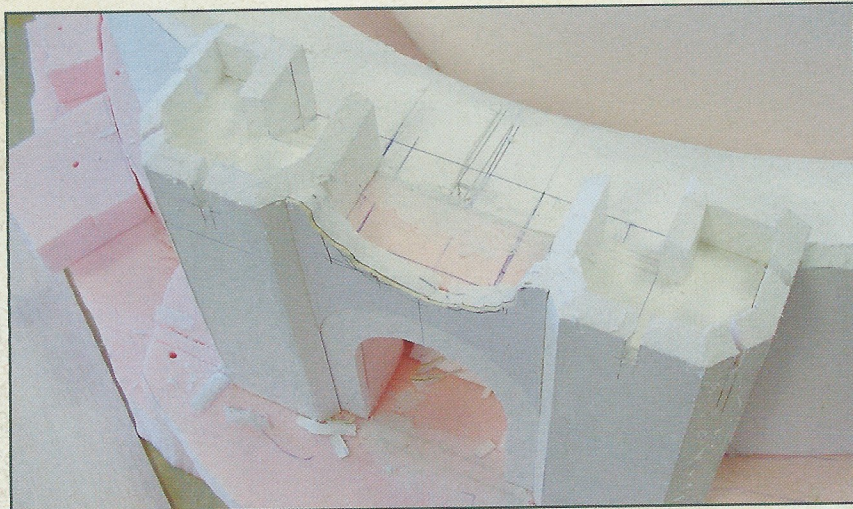
*Some small features were added.*

## ADDING DETAIL

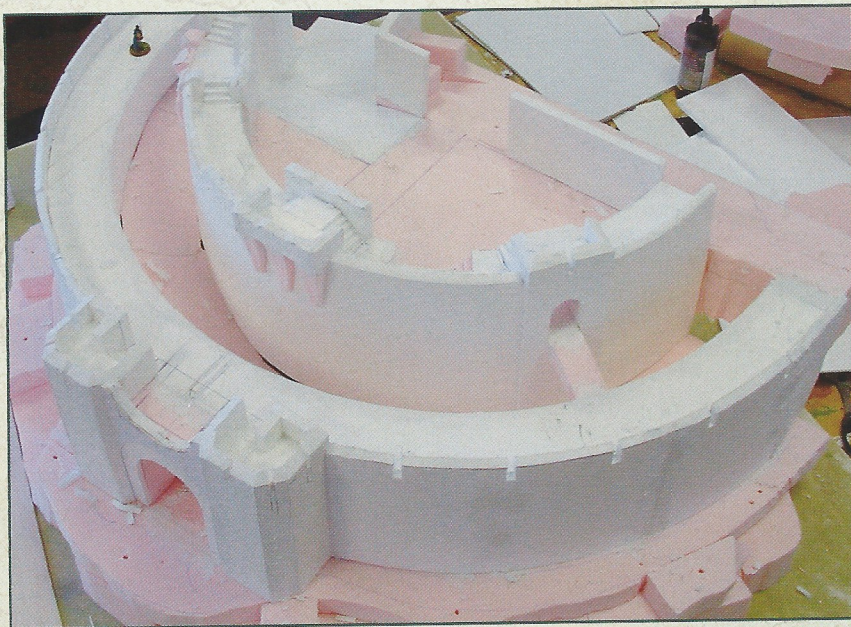
Once they had the basic shape of the two walls, Dave and Mark could begin to add detail to the walls. They added card to the outside of the walls to create battlements and cut the doorways and windows through the walls and gatehouse. At this stage, details such as steps and ramps were added, and internal walls and the tops of the towers were built up from card and foamboard. Polystyrene was added to the inside of the ramparts in order to build up the thickness of the battlements. This was then carefully chamfered to the desired angles. Extra layers of foam were then added to the base to begin building up the appearance of the rocks.

## GOING UP

The front of the hall was made from foamboard and cardboard. Care was taken to ensure that the scale would not look out of place with the miniatures. It was decided that the mountain should fit the hall and not the other way around to make construction easier.



*The edges of the battlements were thickened with foam and then carefully chamfered.*



*The front of the hall was built from layers of card and foamboard.*



*The Warriors of Rohan struggle to repel the Uruk-hai assault.*



The tower of the Hornburg was possibly the hardest part of Helm's Deep to make. The circular part of the tower was made from a large cardboard tube. However, the hard bit was constructing the series of buttresses that protrude from around the tower. These were made from folded cardboard and then attached to the tube.

A backboard and a baseboard were cut from MDF (medium density fibreboard); this was to add some stability to the vertical sections of the terrain. The top of the backboard was cut to follow the shape of a rock face. Vertical formers were cut from foam and the rough profile of the rock face could be created by attaching these to the backboard. Additional rocks were now added to the baseboard to build up to the walls.

At this stage various major finishing details were added to the model. Steps made from foam board were added, leading up to the hall, and the details on the front of the hall were created using successive layers of thin cardboard.

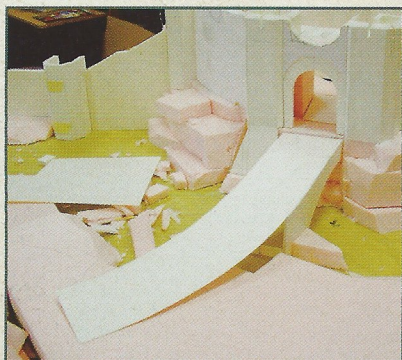
To finish off the rock face, screwed up balls of newspaper were put into the voids between the rock face spacers and bulked out the gaps. Then, plaster-impregnated bandage was draped over all the rocky sections to create a realistic surface texture and also a hard durable finish.



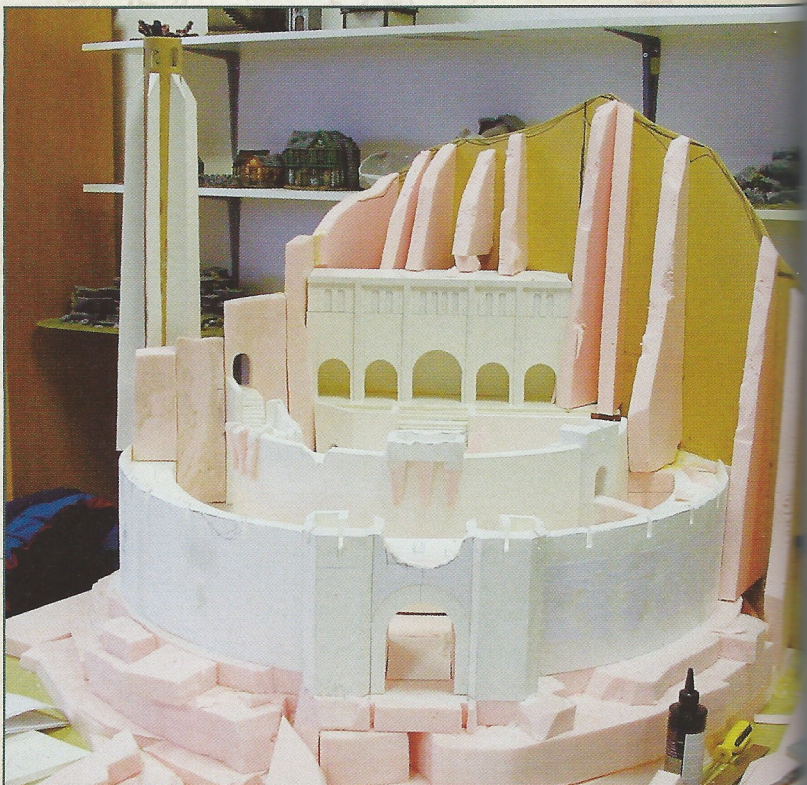
*The completed Helm's Deep gaming board.*



*The structure was bulked out.*

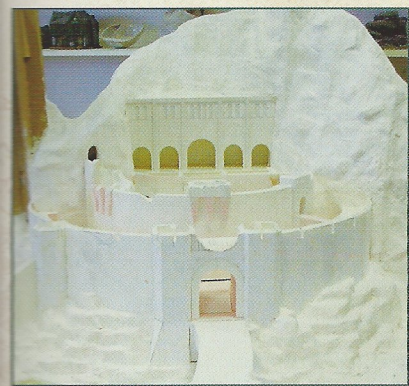


*A causeway was added.*



*Foam formers were used to create the shape of the rock face.*



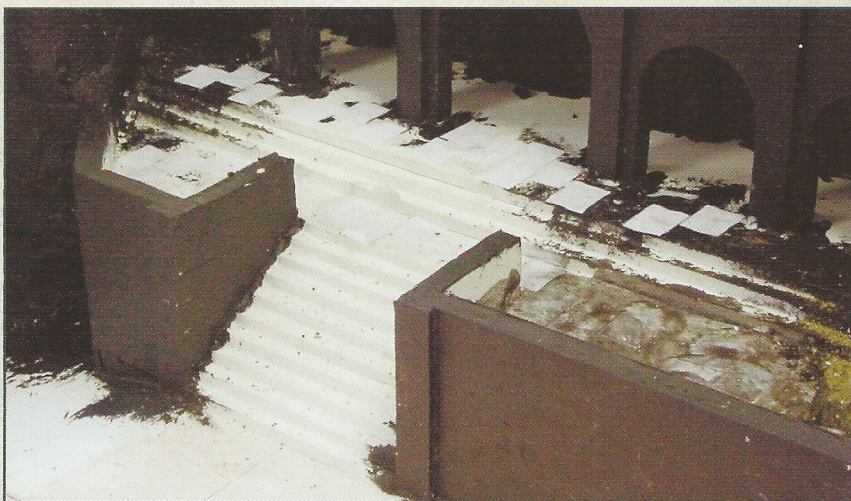


*Plaster impregnated bandage was layered over the foam to make the rock face.*

The intrepid duo then started to stick thin individual bits of card to the flat surfaces of the model, to represent the dressed stone that would have been used to build Helm's Deep. This process took absolutely ages as they had to cover not just the walls but the courtyard and the battlements as well!

As various pieces of Helm's Deep were finished, they were then painted black. This served two purposes, to undercoat the model before painting could commence and also to indicate that the section had indeed been finished.

Of course all this now meant that it was time to paint the fortress. Dave and Mark finished off the undercoat by giving the fortress another going over. Most of the painting was accomplished using very simple techniques such as drybrushing, just on a much larger scale than normal. Various shades of grey and brown were chosen from the Citadel Colour paint range and drybrushed on in stages.



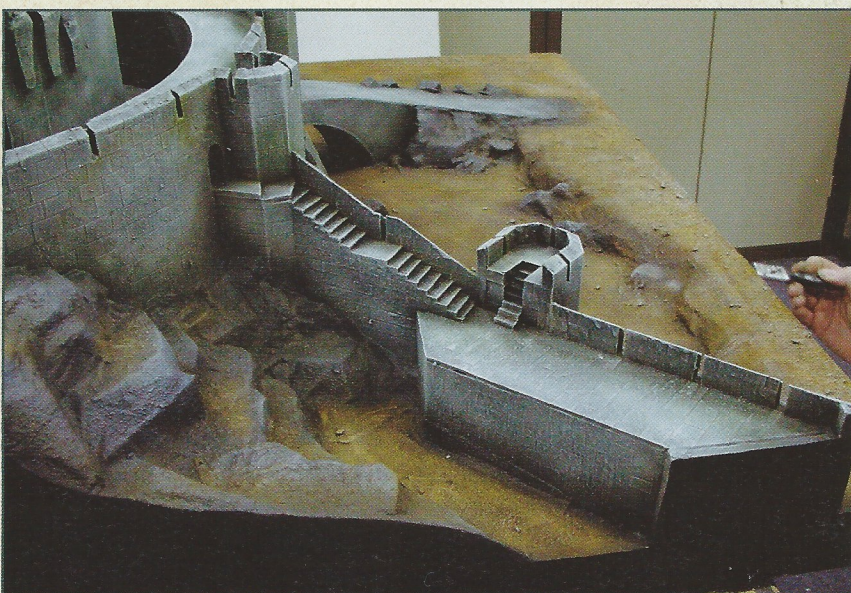
*Small strips of cardboard were placed to represent flagstones.*



*Dave and Mark apply the finishing touches.*



*Inside the walls.*



*The Deeping Wall.*