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The White Tree of Gondor™

The White Tree has been an emblem of Gondor since the time of Elendil, adorning the shields and armour of soldiers of the White City. Emblazoned on the army's banners, it provides a potent rallying symbol on the battlefield.

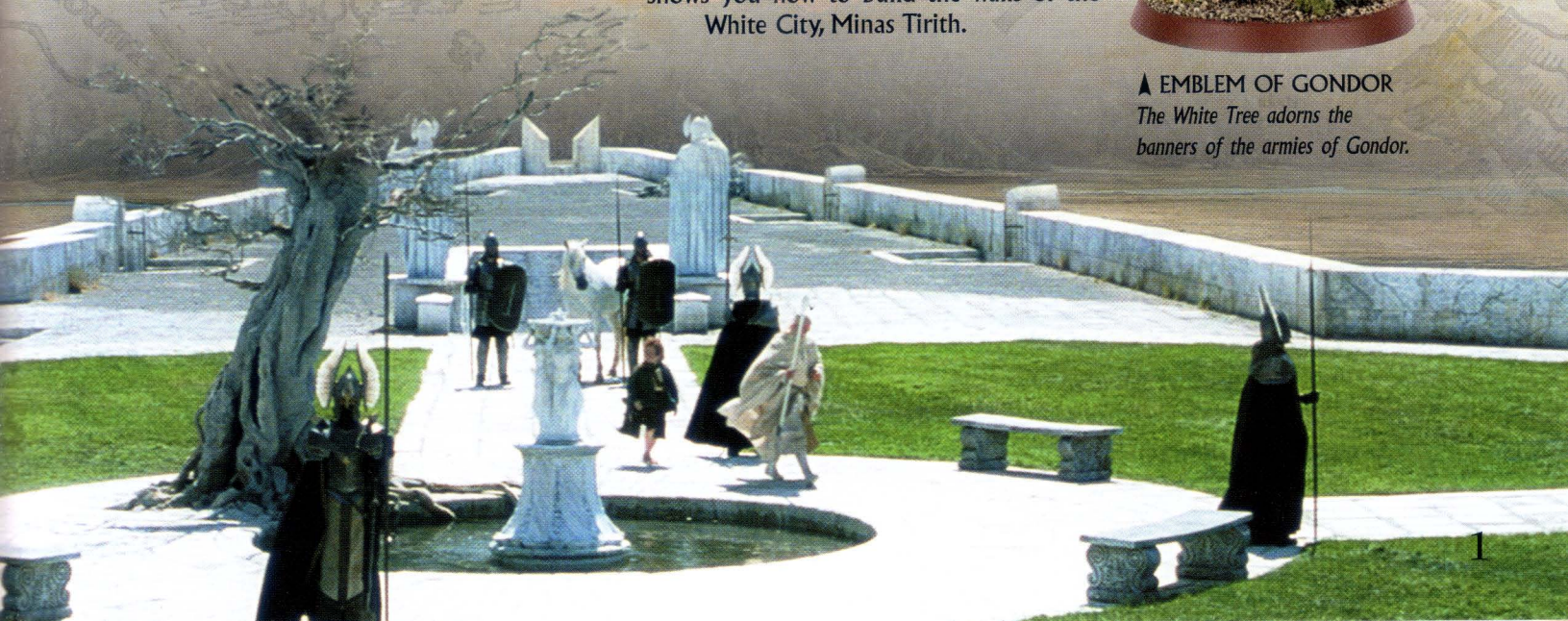
When Númenor – the ancient homeland of Elendil and his people – was destroyed by the treachery of Sauron, they founded a new home in Middle-earth and called it Gondor. There they planted the last remaining seed of the symbolic tree of their homeland – the White Tree. Situated in the Fountain Court of the city of Minas Tirith, it grew into a symbol of Gondor's defiance of the Dark Lord. The armies led by Elendil and Isildur in the War of the Last Alliance bore the emblem of a stylised image of the White Tree and now, in the Third Age, the armies of Gondor still display a similar badge. When Pippin looks into the Palantír following Saruman's defeat at Isengard, he sees a vision of the White Tree in the Fountain Court engulfed in flame. This alerts Gandalf to Sauron's imminent attack on Minas Tirith, and he rides with Pippin to warn Denethor, the Steward of Gondor.

'There was a white tree, in a courtyard of stone. It was dead. The city was burning.'

PIPPIN™

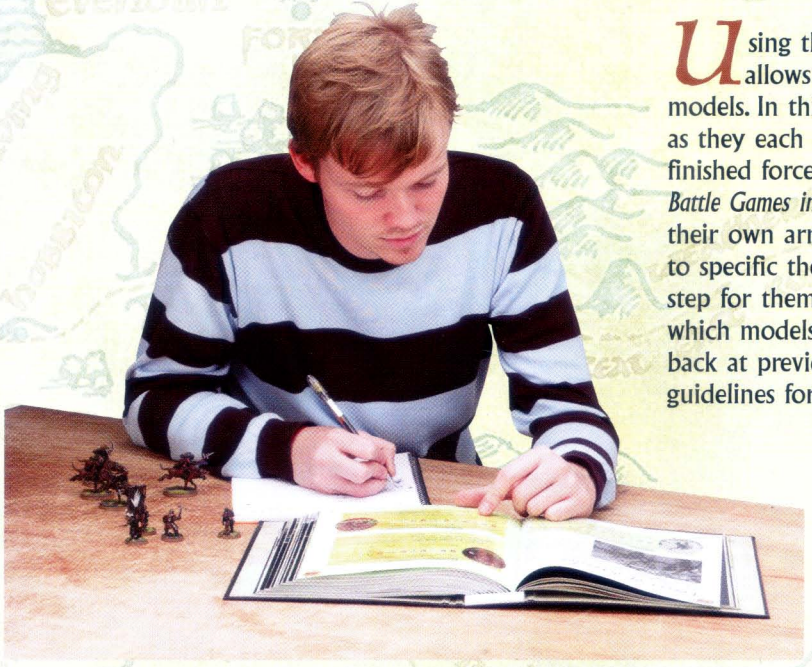
In this Pack's Playing the Game, we present the process that two gamers went through when creating an army for use in a competitive play scenario. In the Battle Game, we follow these two gamers and see how the forces they have amassed fare when they face off against each other. Painting Workshop provides you with instructions on how to paint your Knight of Minas Tirith Banner Bearer, while the Modelling Workshop shows you how to build the walls of the White City, Minas Tirith.

▲ EMBLEM OF GONDOR
The White Tree adorns the banners of the armies of Gondor.



Competitive Armies

Creating armies for competitive games can be an interesting challenge, as well as a lot of fun. In this Playing the Game, we look at the process of choosing, collecting and painting a force for competitive gaming.



Using the rules for competitive games, presented in Pack 48, allows you more freedom when it comes to choosing your models. In this Playing the Game, we follow Owen and Richard as they each build a new army, from initial inspiration to the finished force. Having played many of the scenarios presented in *Battle Games in Middle-earth*, Richard and Owen decided to create their own armies with competitive play in mind, but still adhering to specific themes. When creating a competitive force, the first step for them was to decide what themes they would choose and which models to include in their armies. This meant looking back at previous Packs, re-reading the forces lists, as well as the guidelines for competitive play.

◄ MARSHALLING THE TROOPS
Richard gathers together his models to create a new army.

Recap

Creating a Competitive Force

As described in Pack 23, competitive armies are created using the following guidelines:

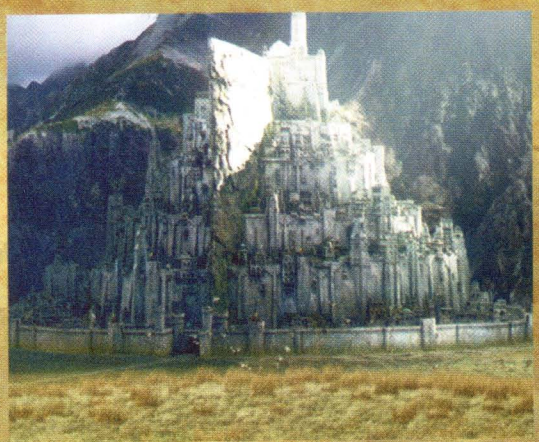
- Players have a total of 500 points with which to choose their force.
- Each player's force must include at least one Hero and may include more, as long as the entire force does not exceed the points limit.
- Neither force may include more than 50 models.
- No more than a third of the models in the force may be armed with missile weapons. Thus, in a force containing 30 models, only 10 could be armed with bows or crossbows.
- Named Heroes, such as Saruman, Aragorn or the Witch-king, and each of the eight other Ringwraiths may only be included once in a player's force.
- Any special rules regarding selection of models – such as Gríma only being allowed in a force that also includes Saruman – apply when creating a force for a competitive game.

◄ EVIL MINION
Gríma will only take to the field of battle alongside his master.

Ideas and Inspiration

The Good Force

Owen – 'After thinking for a while about what theme I should choose, I settled upon a Gondorian force. I have always liked the armies of Gondor with their proud and stoic warriors. However, not content to create a standard force of Minas Tirith soldiers, I made the decision to have my army hail from a different part of the realm. This doesn't affect the rules of the game at all – just the colour scheme. Back in Pack 33's Painting Workshop, there was a section on painting your Warriors of Minas Tirith in different colours. I quite liked the model painted with Dwarf Bronze, giving his armour an antiquated coppery effect, making me imagine he might come from a far-flung part of Gondor. With a colour scheme in mind, the next step would be to assemble some figures.'



▲ MEN OF GONDOR
Owen decided that his army would not be from Minas Tirith, but another part of Gondor, and to represent this with his colour scheme.

The Evil Force

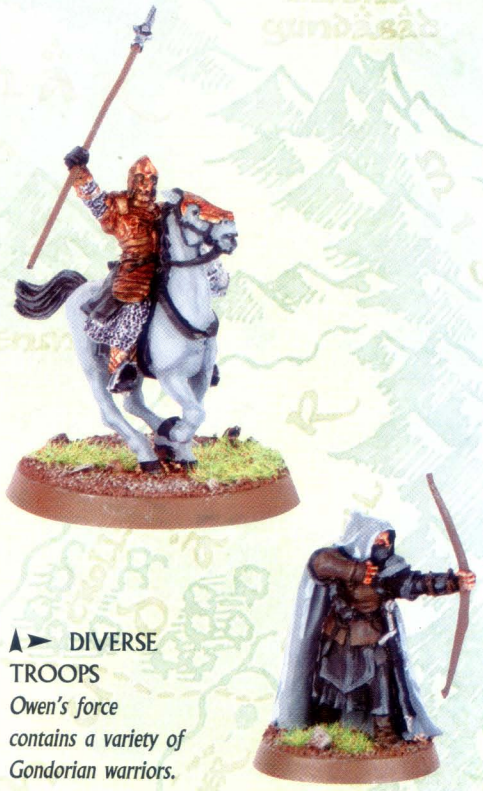
Richard – 'For my force, I decided upon an army of Isengard. However, rather than the usual Uruk-hai-based force, I chose to centre my choices around a group of White Hand Orcs. My inspiration for this, other than wanting to try something a bit different, was the scenes from *The Two Towers* film, featuring the early incursions of Saruman's forces into Rohan. In particular, the scene where Éomer discovers that the Orcs who ambushed Théodred came not from Mordor, but Isengard. The White Hand of Saruman makes a striking emblem, and I thought this would work particularly well if coupled with a generally dark colour scheme. Suitably inspired, I set about putting together my army.'

▲ EVIL COMMANDER
Rich chose to base his force around Saruman's Orcs of the White Hand – the wizard's servants at Isengard.

Choosing the Good Force

Good Force Points Values

Warrior of Minas Tirith Banner Bearer	32 points
8 Warriors of Minas Tirith with swords and shields	64 points
8 Warriors of Minas Tirith with spears and shields	72 points
6 Warriors of Minas Tirith with bows	48 points
5 Rangers of Gondor	35 points
5 Knights of Minas Tirith	65 points
Knight of Minas Tirith Banner Bearer	38 points
Faramir with bow	75 points
Captain of Men with heavy armour, lance, shield and horse	70 points
Total:	499 points



► DIVERSE TROOPS
Owen's force contains a variety of Gondorian warriors.

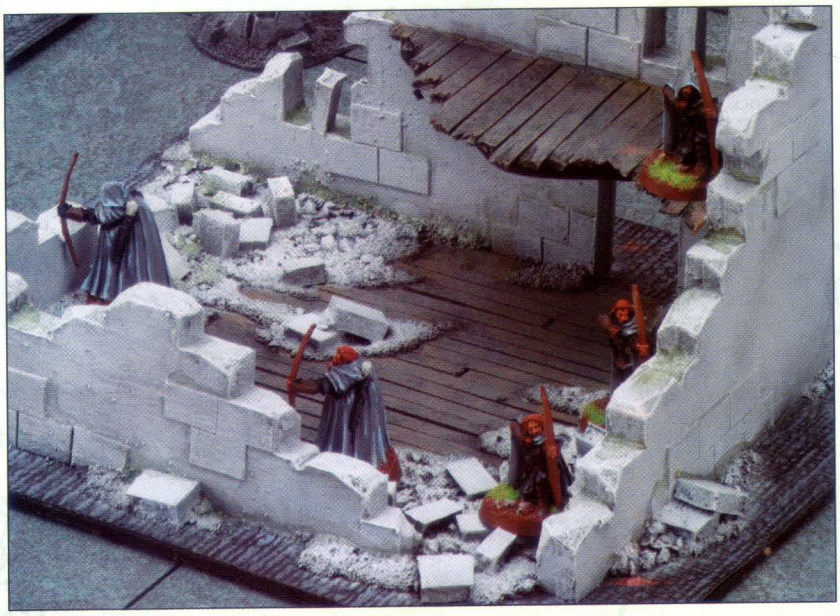
Owen – 'There were a number of troops I definitely wanted to include in my force. However, before I could start throwing in Heroes and expensive elite troops, I needed a solid core of warriors. To fill this role in the army I chose eight Warriors of Minas Tirith with swords and shields, eight with shields and spears, and six with bows. These stalwart fighters would make a strong backbone for my force, giving me a range of weapons as well as a large number of well-armoured models, ideal for holding the line. One of my other initial choices was a Warrior of Minas Tirith Banner Bearer, increasing the fighting effectiveness of my warriors, as well as adding to the appearance of my force.'

▲ DEFENDERS OF THE REALM
The proud warriors of Gondor defend the battlements of the White City.

► HEAVY CAVALRY
The knights ride out to patrol the border of their realm.

'Once I had selected the core of my force, it was time to choose some more specialised troops. With a good deal of points still at my disposal, I decided to include five Knights of Minas Tirith. Cavalry is a great addition to any force, offering fast mobile warriors that can deliver powerful charges and vital support to your slower moving infantry. Knights of Minas Tirith also carry lances, increasing their strength when they charge and improving their chances of killing their foes. As with my warriors, I also added a Knight of Minas Tirith Banner Bearer to increase their effectiveness as my army's shock troops.'

'Another important part of any force is troops armed with missile weapons. I had already equipped six of my Warriors of Minas Tirith with bows, but if I was to do some real damage at range I would need more. With this in mind I selected five Rangers of Gondor. Though armoured more lightly than my Warriors of Minas Tirith, their superior Shoot and Fight values meant I would have models that could tip the balance in combat and consistently score hits with their bows. I also chose the Rangers for visual effect, as I like the image of the cloaked soldiers laying in wait for their foes, bows ready to unleash a deadly hail of arrows.'



➤ SHADOW WARRIORS
The Rangers of Gondor prepare a deadly ambush.

➤ BATTLE CAPTAIN
Owen used the mounted Faramir model as the basis for his Knight Captain.

'Finally, it was time to complete my force by adding some Heroes. Faramir was my first choice. Armed only with a sword and bow he would join my Rangers and add his combat skills as well as his Might to these warriors. I like Faramir as a Hero, even though he is not the most powerful character, and he is a good choice for a Gondor force without being as expensive as Boromir or Aragorn. For my other Hero, I selected a Captain of Men with heavy armour, shield and lance, mounted on a horse. For this figure I converted the mounted Faramir model, chopping off his sword and adding a lance. A different paint scheme would ensure he looked like a normal Captain. He would be the leader of my Knights and was destined to go where the fighting was thickest.'

➤ ARMOURED FORMATION
Owen's Gondorian force is arrayed for battle, ready to crush its enemies!

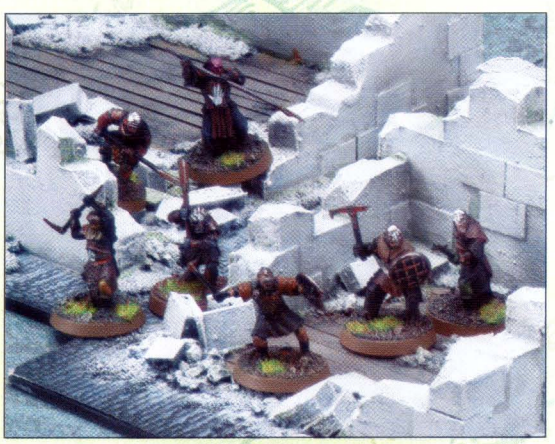
Choosing the Evil Force

Evil Force Points Values

4 Orcs with hand weapons and shields	24 points
4 Orcs with two-handed weapons	20 points
4 Orcs with spears	24 points
Orc with Banner Bearer	30 points
Orc Captain with hand weapon and shield	45 points
3 Warg riders with throwing spears and hand weapons	33 points
Warg Rider Captain with hand weapon	50 points
4 Uruk-hai with Orc bows	44 points
Uruk-hai Captain with Orc bow	55 points
Saruman the White	150 points
Gríma Wormtongue	25 points
Total:	500 points

▲ FAST AND DEADLY
Full rules and profiles for Warg Rider Captains will be included in a future Pack of Battle Games in Middle-earth.

◄ ROHAN TRAITOR
Gríma turns against the Rohirrim and all the Free Peoples of Middle-earth.



► EVIL MAINSTAY
Although not the mightiest of warriors, Orcs offer the Evil player the option of cheap, varied troops.

Richard – 'I wanted the main basis of my army to be the Orcs of Isengard. Although Orcs are individually some of the weakest warriors in the game, they do have their advantages. They have a low points cost, meaning that, if choosing armies to a certain points value, you can afford to take more of them than most other troops. The other main advantage of Orcs is the wide variety of weapons available to them. Bearing these things in mind, my first choice for the army was a dozen Orcs, equipped with a variety of shields, two-handed weapons and spears.'

'Another element of the forces of Isengard, and the basis for one of my favourite scenes in *The Two Towers* film, is the ferocious Warg Riders. I therefore chose to take three of these, accompanied by a Captain. Hopefully, these fast-moving troops would allow me to outmanoeuvre opponents on the table-top and inflict some pretty serious damage when charging, with their cavalry bonuses and throwing spears.'

► SCOUT RIDERS
The ferocious Warg Riders emerge from the pits below Isengard.

'To bolster the fighting abilities of my Orcs, I decided to include both an Orc Captain and one more Orc, this time equipped with a banner. I wanted to give my Captain a shield and hand weapon, but did not have a model equipped as such. I therefore decided to perform a simple conversion on a Gorbag figure. I removed the shield from a spare plastic Orc using clippers, filing the back smooth where the Orc's arm had been. I then filed down the back of Gorbag's left arm and glued the shield in place. I also chose a colour scheme that would further set my Captain model apart from Gorbag himself.'

◄ LEADING THE ATTACK
Richard's Orcs charge into battle, led by his converted Captain model.

► MIGHTY WARRIORS
The Uruk-hai provide Richard's army with elite troops equally proficient at long and close range.

'I decided that all my force was really lacking now was long-ranged support and a hard-hitting elite element. To this end, I added a group of four Uruk-hai and an Uruk-hai Captain, all equipped with Orc bows. As well as being better at shooting than Orcs, they would hopefully be capable of holding their own in a close-range fight, allowing them a degree of tactical flexibility on the battlefield. Finally, I decided to complete my army with the addition of Saruman the White himself – one of Middle-earth's most potent magic users – and Gríma, who would hopefully go some way towards neutralising any Heroes my opponent included in his force.'

To War!

With their forces assembled, their models painted and their army lists complete, Owen and Richard were ready to engage each other. Over the page, in this Pack's Battle Game, we find out how Richard's Isengard Orcs and Owen's provincial Gondorians fare in an exciting competitive game.

▲ ARMY OF DARKNESS
Saruman gathers his minions, ready to do battle against the forces of Good.

▲ MORTAL ENEMIES
Owen's Gondorians and Richard's Isengard Orcs prepare for battle.

Competitive Scenario

In this short Battle Report, Owen and Richard test their armies against each other in a points match scenario. We look at what happened when their troops took to the field and how their competitive forces fared in the heat of battle.

In this Battle Game, Richard's Orcs of Isengard face off against Owen's soldiers of Gondor. We follow their exploits as they play an exciting competitive game, testing their armies for the first time on the tabletop. This game allows you to see how the selections Richard and Owen made when creating their forces affected the way that they play with their armies. Scrutinizing other players create their forces and the different kinds of tactics they use is a great way of learning about competitive play. As you will discover in this Battle Report, the choices made when creating your force can make a dramatic difference to your options during the game.

◄ CLASH OF ARMS
Richard's Isengard Orcs battle against Owen's Gondorians.

Recap

Open War

For this Battle Report, Owen and Richard decided to use the 'Open War' scenario from Pack 23's Battle Game. This Battle Game is ideal for competitive play as it has no special scenario rules. Because of this, the focus of the game is placed on the forces that the players have chosen rather than special victory conditions, unusual terrain or other factors. This is important, as in a competitive game you want the scenario to be as even as possible for both sides.

▲ POINTS MATCH
Pack 23's Battle Report was a competitive play scenario.

The Gaming Area

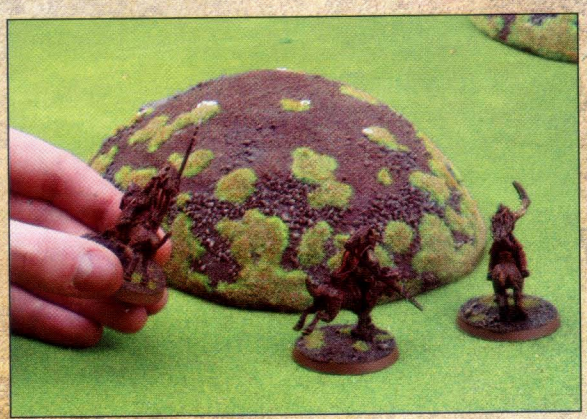
Owen and Richard played their game on a 120cm/4' by 120cm/4' board. Using scenery from their collection to construct the battlefield, they created part of a Rohan village, with Rohan houses, fences and barrows.

Starting Positions

Using the rules from Pack 23's Battle Game, Owen and Richard set up their forces. First they rolled to see who would choose their table edge. Winning the roll, Owen plumped for the edge closest to the Rohan cottages. Next, both players split their forces into two equal halves for deployment. Richard's two groups consisted of Saruman, Grima and his Orcs in the first, and his Warg Riders and Uruk-hai in the other. This meant that he could hold back either his most powerful Heroes or his fastest troops until he had seen where some of Owen's models were deployed. Owen split his force in a similar way, making his cavalry and Rangers part of one group and his infantry part of the other.

Careful Deployment

Rolling highest, Richard started by deploying Saruman and his Orcs within 30cm/12" of his table edge behind the cover of the Rohan houses. Owen then placed his infantry directly opposite Richard's models, so they would have the shortest amount of ground to cover to get to grips with the White Wizard. Next, Richard placed his Uruk-hai bowmen and Captain alongside his Orcs, protecting their flank and covering the gap between the cottages. He also placed his Warg Riders on his far right flank, hidden behind one of the barrows. This left Owen to position his Rangers across from the Wargs, hopefully to counter their threat. Finally, Owen deployed his Knights, not in the open, but close behind the Rohan houses, to support his infantry.



➤ CAREFUL DEPLOYMENT
Well-placed models at the start of the game can be an important part of securing victory.

WINNING THE GAME

To win this game, Richard and Owen each need to destroy at least half of the other's force. They score a major win if, at the end of the current turn, they have killed more than half of their opponent's models and they have at least one surviving Hero. A minor win is scored if they achieve this but they have no Heroes left alive on their side. The game is a draw if they have both killed half of the other's force by the end of the same turn.

Pitched Battle

In this closely fought battle, the strengths and weaknesses of Owen's Gondorians and Richard's Isengard Orcs are thoroughly tested, as both players attempt to outmanoeuvre and overcome the other's force.

Saruman's Sorcery

A major strength of Richard's force was the powerful sorcery of Saruman, which he used to his advantage right from the start of the game, Immobilising models and disrupting Owen's plans. This magical superiority also gave Richard a vital edge in combat against Owen's Heroes, ensuring they were constantly held fast by magic whenever in combat. However, Saruman truly came into his own in the closing stages of the game where his Sorcerous Blasts, as well as his presence in combat, started to tip things in favour of the Evil side.

Failed Flank Attack

Early on in the game, Owen's cavalry attempted to flank the main body of Richard's force. However, the plan quickly went awry when the mounted Gondorians tried to slip past the Rohan cottages and across the fence that separated them from their target. Unfortunately for Owen, the cavalry were easily caught and surrounded by the Orcs as they struggled to clear the fence. Too far ahead of the main force, the rest of the Good army was powerless to help as the horsemen, including Owen's mounted Captain, were dragged down and killed.

KNIGHT OF MINAS TIRITH™

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Tactical Withdrawal

After the destruction of the Gondorian Knights and a brief skirmish between Richard's Uruk-hai and the forward elements of Owen's infantry, Richard chose to pull his force back to regroup rather than press an attack and face being outnumbered by Owen's force in the open. Owen decided that he could ill-afford another failed assault like that of his Knights and consolidated his own force, resolving to keep his troops in tight formation.

KEY

GOOD SIDE MOVES PART 1 AND 2

EVIL SIDE MOVES PART 1 AND 2

Final Combat

On Owen's left flank, the Rangers had spent most of the game skirmishing against the Warg Riders. After several swift combats, Owen had lost a Ranger and his only other Hero, Faramir, while Richard was reduced to a single Warg Rider. Rather than charge his last Warg Rider into a hopeless combat against the Rangers, Richard instead chose to run him away and hide, mindful that his force was only a few models away from defeat. The final combat between Saruman and his Orcs and the Gondorian infantry saw several tense turns of combat, with both sides needing to kill only a few models to win. In the end, it was Richard's Isengard Orcs that triumphed, scoring a Major Win over Owen's Gondorians.

Conclusions

After the battle, Richard and Owen discuss how they felt the game went and whether or not their different forces had performed as well as they had expected.

The Forces of Good

CHAMPION OF GOOD
Owen's force could not overcome their foes.

Owen – 'Despite losing the battle, I was still quite happy with the way my force performed. I believe the outcome was more a result of some of my decisions during the game rather than the composition of my force, but there are a few elements of my army I might change. I probably had more troops with bows than I needed. The six Warriors of Minas Tirith bowmen failed to do anything significant with their missile fire. Their placement was part of the problem, restricting their line of sight. Additionally, their targets became limited once the Evil army was in combat. Their performance is also a reminder not to rely too heavily on bows, as missile fire seldom wins battles.'

INEFFECTIVE ARCHERY
The effectiveness of Owen's archers was hampered by their position behind the buildings.

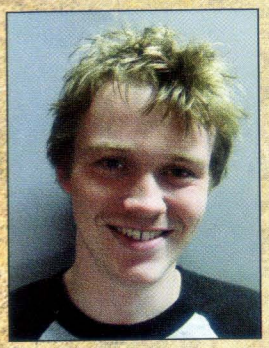
BROKEN FORMATIONS
Owen's formations were easier to defeat because they became separated and unable to support each other.

'One of my key mistakes in this game was splitting my force. I allowed my army to become broken up among the cottages and barrows. Richard's small unit of Warg Riders did a sterling job of pinning down my Rangers as well as Faramir – leading to his untimely demise. However, I compounded their success by sending half my Warriors of Minas Tirith to the aid of the Rangers. This meant that when the final combat between the Orcs and the Gondorians began, a sizable portion of my army was still lagging behind.'

'Part of the fun of competitive games is working out what you would have done differently. For instance, I've learned to avoid fences with my cavalry. I also looked back at my force selection and decided that perhaps I could use an extra Hero. Having a powerful Hero leading my infantry would give them the edge they were lacking in the final combat against Saruman and his minions. In future, I think I will exchange Faramir for Boromir, adding some much-needed Might to my force.'

FAVOURITE SON
Boromir is a mighty warrior and a powerful addition to any force.

The Forces of Evil



▲ MASTER OF EVIL
Richard's choices proved their worth.

Richard – 'I was initially daunted when I saw Owen's army arrayed against me, as he had chosen a force with a large number of troops – a stark contrast to my own force, which had a much bigger proportion of Heroes. After the initial deployment of our armies, I was left wondering if investing so many of my available points into Heroes was such a wise decision. Looking at the victory conditions, it meant I needed to kill 18 of his heavily armed models, whereas Owen only needed to kill a mere 12 of my comparatively vulnerable warriors. If I were to have any chance of victory, I knew I would have to try to engage only a small portion of Owen's army at a time, so that he could not bring his numerical advantage to bear.'

▲ DAUNTING PROSPECT
Choosing expensive Heroes meant Richard could afford fewer casualties than Owen.

▲ FAILED MANOEUVRE
Owen's attempt to out-flank Richard failed when his models stalled at the fence.

'When Owen's horses stalled coming over the fences to my flank, I saw an opportunity. I used Might to ensure I would get to charge, and then moved all my Orcs into combat with them, robbing the cavalry of all their advantages. I also had Saruman use his magic to Effortlessly Immobilise the Captain. After a few turns of this, Owen's elite cavalry was wiped out to a man. This was a critical part of the battle – with all my Orcs concentrating on the cavalry, my rear was dangerously exposed to Owen's warriors coming down the centre. To counter this, I moved my remaining Uruk archers straight into them, hoping to hold them up. With the cottages on either side of the fight preventing Owen from surrounding them, the tenacious Uruks held the Good warriors back.'

'The closing stages of the game were very tense and exciting – with both of our forces regrouped and only needing to score a few more casualties to win. Fortune was with me as the priority roll stayed in my favour, meaning I could dictate the combats, choosing who would fight where and when. This allowed me to claim the kills I needed to win while preventing Owen from getting his kills through the selective use of shielding. I managed to win this game but it was very close. In the end, my Heroes were worth their points, with Saruman's magic being key to my victory. After this game, I think I will fine-tune my army a little by looking at ways to get a few more models in the force. All in all, it was a challenging game and I look forward to the next time Owen and I can play.'

◄ SORCEROUS POWER
Saruman's ability to Effortlessly Immobilise the enemy led to Faramir's death and helped Richard's victory.

Minas Tirith™ Banner Bearer

The Knights of Minas Tirith, resplendent in their shining armour, are an impressive sight to behold as they ride against the enemies of Gondor. In this Painting Workshop, we show you how to paint your Knight of Minas Tirith Banner Bearer.

Astride their powerful steeds, the Knights of Minas Tirith make up one of the elite formations that defend the White City from its foes. On the battlefield, their black uniforms and silver armour mark them as warriors of Gondor and protectors of Minas Tirith. Like all soldiers of the White City, the Knights carry banners emblazoned with the White Tree, a sacred symbol of their people and a mark of Gondor's glory. In this Painting Workshop, we present a simple guide for painting the Knight of Minas Tirith Banner Bearer, recapping previous techniques and showing you how to combine these to create a battle-worthy model.

◄ KNIGHTS OF GONDOR
Dressed in shining silver armour, the Knights sally forth from the White City.

Painting Essentials

Paints Required

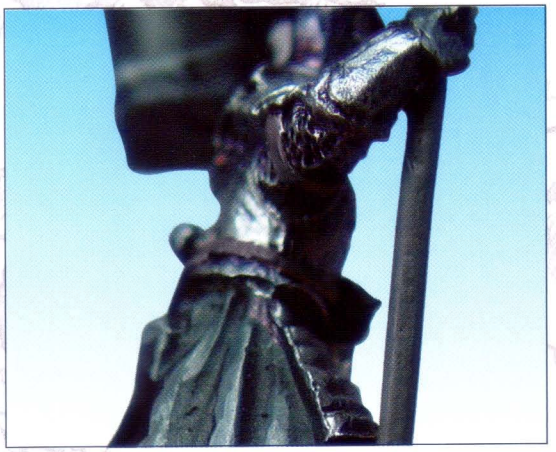
- Chaos Black
- Boltgun Metal
- Black ink
- Blue ink
- Chainmail
- Mithril Silver
- Codex Grey
- Fortress Grey
- Dwarf Flesh
- Elf Flesh
- Bestial Brown
- Chestnut ink
- Brown ink
- Snakebite Leather
- Scorched Brown
- Skull White

Soldiers of Gondor

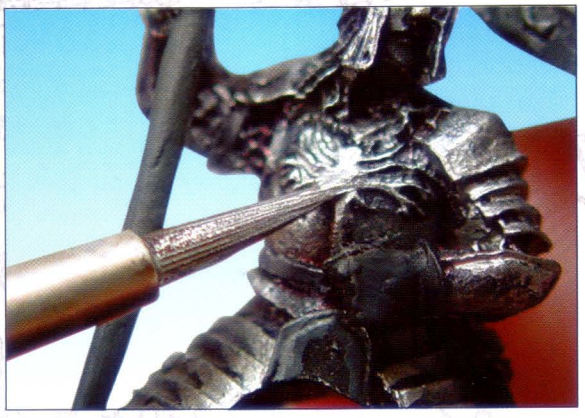
The Knight of Minas Tirith Banner Bearer is painted in much the same way as your Warriors of Minas Tirith models presented in previous Packs. In this Painting Workshop, we combine the techniques used to paint the Warrior of Minas Tirith Banner Bearer from Pack 34, as well as those used to paint Faramir's horse from Pack 43.

1 Weapons and Armour

Once you have cleaned up your miniature and assembled the horse, undercoat the model and horse with Chaos Black paint or spray. As with your other mounted models, you will probably find it easier to paint the rider and mount separately. Starting with the Knight, paint all of his weapons and armour with Boltgun Metal – this will cover most of the model. Be careful to avoid the Knight's tunic, gloves, boots and banner, as these will remain black.



◄ *The armour and uniform of the Knights match those of the Warriors of Minas Tirith.*

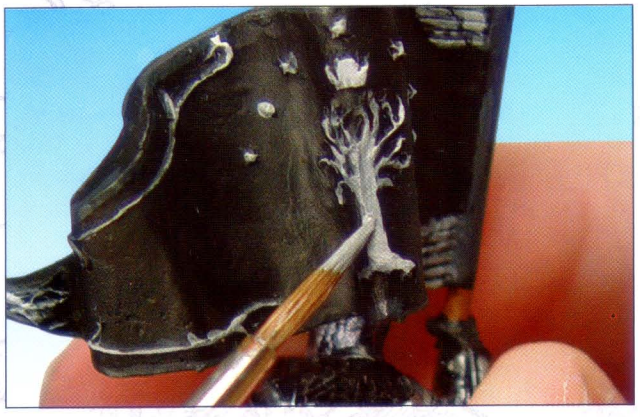


► *The tree of Gondor on the Knight's breastplate is highlighted to make it more prominent.*

Once the Boltgun Metal base colour is dry, apply a wash made of equal parts Black ink, Blue ink and water. The Blue ink will give the armour a polished sheen. Try to spread the ink out as much as possible, creating an even covering. Once the ink wash has dried, go over the armour again with a light dry-brush of Boltgun Metal. Paint highlights onto the armour, first with Chainmail and then with Mithril Silver. It's worth paying particular attention to the White Tree of Gondor on the Knight's breastplate, making it brighter than the rest of the armour so that it stands out.

2 Clothing, Standard and Horse

Knights wear the black uniform of Gondor, much like all the Warriors of Minas Tirith. Using the techniques for painting black material from Pack 34's Painting Workshop, highlight the Knight's tunic, gloves and banner with an equal mix of Codex Grey and Chaos Black. You can then sharpen these highlights with thin lines of Codex Grey, and finally apply a black wash to avoid a grey-finished appearance. Use Fortress Grey to pick out the White Tree and stars on the standard, with Skull White highlights. At this stage, you can also paint the Knight's face and hair in the same manner as that of the Warriors of Minas Tirith. To paint the Knight's horse, use the same process as applied to Faramir's horse from Pack 43's Painting Workshop. Finally, glue your Knight onto his horse and base it in the usual way.

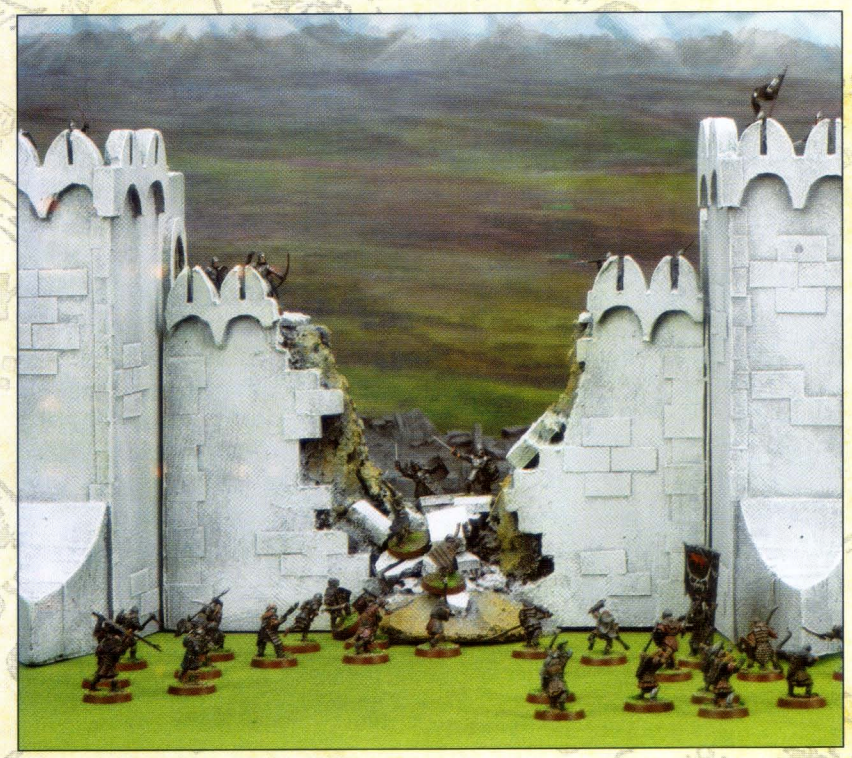


◄ *The Knight's standard is painted like that of the Warrior of Minas Tirith Banner Bearer from Pack 34.*

▲ *The Knight of Minas Tirith Banner Bearer is ready to face the forces of Mordor.*

Walls of Minas Tirith™

The tall, white walls of Minas Tirith are all that stand between the city's brave defenders and the foul forces of Mordor. In this Pack, we show you how to build these impressive fortifications for use in your Battle Games.



For thousands of years, the walls of Minas Tirith have encircled the Gondorian city and its people, protecting them from the evil of Mordor. They stand as a formidable defence against all who would defile the city and the realm of Gondor. During the siege of Minas Tirith, their heavy stone blocks were pounded again and again by the war machines of Mordor, while the Dark Lord's minions threw themselves at the walls in their thousands, determined to kill the city's defenders. In this Modelling Workshop, we show you how to build a set of Minas Tirith wall sections and towers for your Battle Games. We also look at creating a ruined wall, which can be used to replace a normal wall section should it be destroyed by siege engines during a game.

◄ BESIEGED
The defenders of Minas Tirith fight to hold the walls against Sauron's Evil hordes.

You Will Need

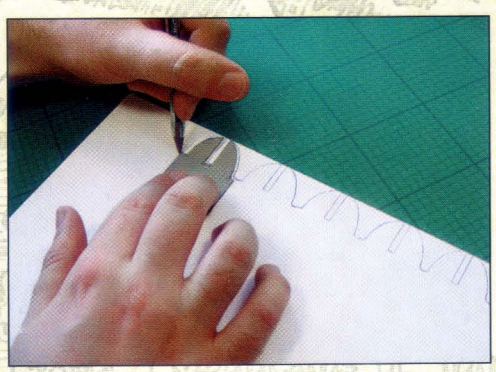
Modelling Essentials

In addition to the usual Modelling Essentials detailed in Pack 35, you will need:

- Foam card
- 2cm/1" thick styrene
- Dressmaking pins
- Cardboard
- Ready-mixed plaster filler
- Textured paint
- Small rocks and sand
- Codex Grey, Bleached Bone, Skull White, Bubonic Brown Graveyard Earth and Kommando Khaki Acrylic Paints

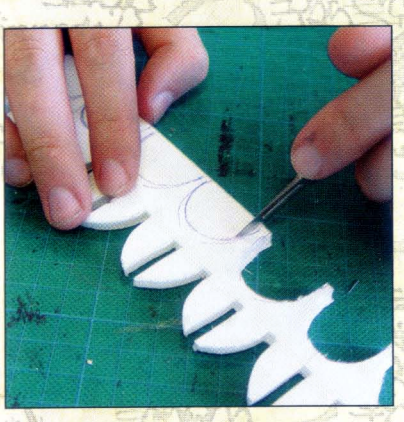
Wall Sections

► WALL FRONT
After tracing the crenellation pattern onto the walls using the template, you can cut out the front wall.

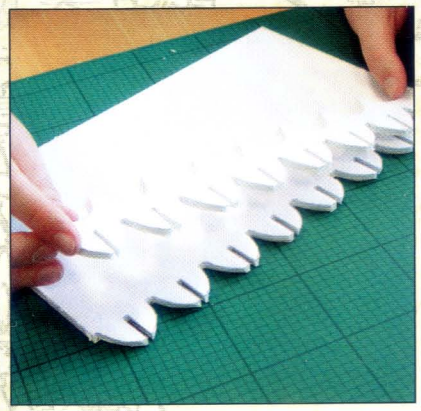


1 The Front Wall

Creating a wall section entails making a foam card box, with crenellations along one edge. The first step is to make the front foam card wall that will be topped with crenellations. It is made from a piece of 30cm/12" long foam card about 20cm/8" high. To make the crenellations along the top, you will first need to create a 2½cm/1" wide crenellation template as shown. You can then use this as a guide for all the crenellations you make. Using the crenellation template, draw a line of crenellations along the top of the foam card and then cut them out.



◄ CRENELLATION ARCHES
Cut out circular gaps below the crenellations on your strip of foam card.

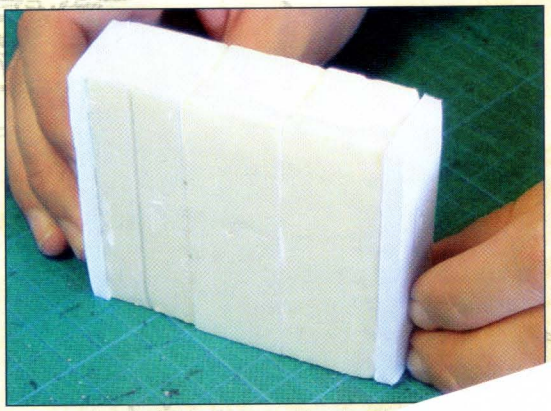


► REINFORCING THE CRENELLATIONS
A strip of foam card cut into the same pattern as the crenellations widens the top of the wall.

Once this is complete, cut out a strip of foam card 30cm/12" long and about 5cm/2" wide that will be used to thicken the top of the wall. Trace crenellations onto this strip, using those already cut out on your wall as a template. This will ensure that it will match up evenly with the existing crenellations when it is attached to the top of the wall. Finally, cut arches out of the bottom of the strip, spaced evenly along the whole length, and stick it to the front of the wall so that the crenellations match up.

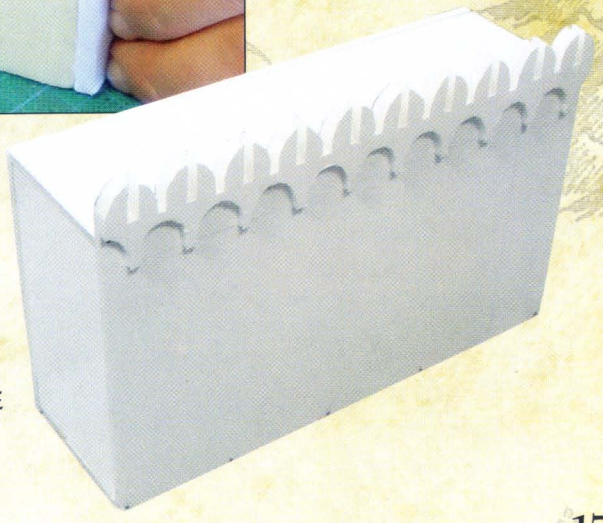
2 The Lower Walls

Before you can create the rest of the wall, it is a good idea to create a thickness gauge that you can then use to make sure all your walls are of equal width. To create a thickness gauge, glue together three narrow strips of 2cm/1" thick styrene. Then, attach a strip of foam card to either side of the styrene gauge. As well as helping you measure the thickness of the walls, the gauge will also help later when creating your ruined wall section.



◄ THICKNESS GAUGE
Creating a thickness gauge ensures that your walls are all the same width.

Cut out two pieces of foam card, making them the same length as the front of the wall and as wide as the thickness gauge. These will form the top and bottom of the wall. Then cut out another piece of foam card to be the back wall, the same length as your front wall but about 2cm/1" shorter in height. Assemble the structure, using dressmaking pins to reinforce the joins. Finally, cut out two more pieces of foam card to cover the holes at either end of the structure, completing the basic shape of the wall.

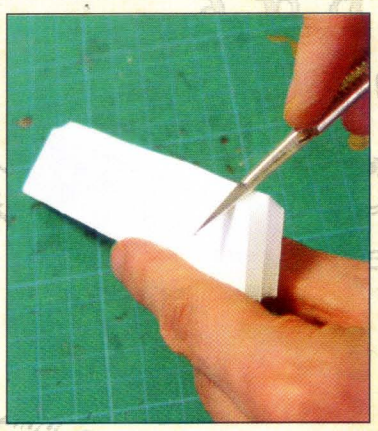


► BASIC STRUCTURE
The shape of the wall is now complete.

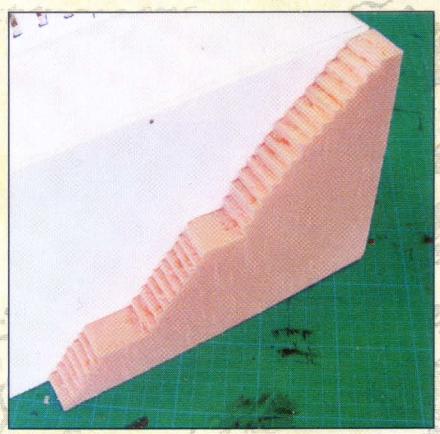
3 Buttresses and Steps

With the basic structure of the wall complete, the next step is to add a pair of buttresses to the front of the model. Construct the buttresses using two pieces of foam card, each about 10cm/6" by 2½cm/1" glued together. Cut the top of each buttress at a 45 degree angle. Then cut the outer facing rim of the buttress to create a sharp edge, in the same way as the top of the Tower of Orthanc from Pack 39's Modelling Workshop. Attach the two buttresses to the front of the wall, evenly spaced from the edges.

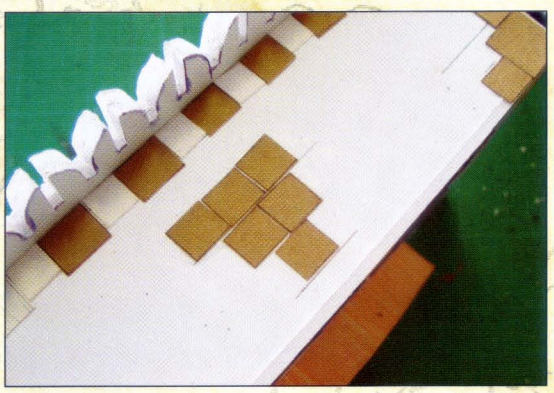
Next, create some stairs for the back of your wall from styrene, in the same way as those from the fortress presented in Pack 28's Modelling Workshop. Once you've made your steps, attach them to the back of the wall.



◄ CREATING THE BUTTRESSES
Cut the rim of the buttress to form a triangular edge.



► STYRENE STAIRCASE
Landings are cut into the stairs at regular points to allow models to be positioned on them more easily.



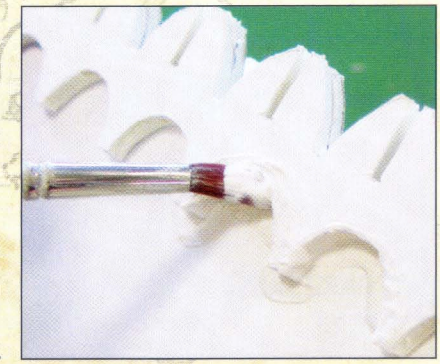
► TILING THE WALL
Cardboard tiles add the effect of brickwork.

4 Stonework

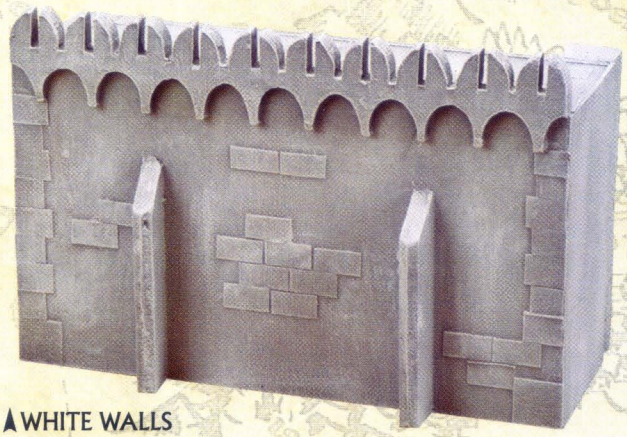
Use pieces of cardboard to add tiles to the wall. As with the ruined Osgiliath buildings from Pack 33, you can glue the cardboard tiles in small groups, positioned like brickwork. Make the card bricks a bit bigger than those used for the Osgiliath ruins, to represent the larger blocks used to build the walls of Minas Tirith. You can also use cardboard tiles to cover the corners of your wall, where the pieces of foam card join.

5 Painting the Walls

The walls are painted much like the Osgiliath ruins presented in Pack 33. Before you begin painting, you can use plaster filler to smooth out any areas where there are uneven joins with the foam card. Give the whole model a covering of textured paint. Once this is dry, paint the model with Codex Grey and then give it a heavy dry-brush of Bleached Bone, followed by a lighter dry-brush of Skull White.

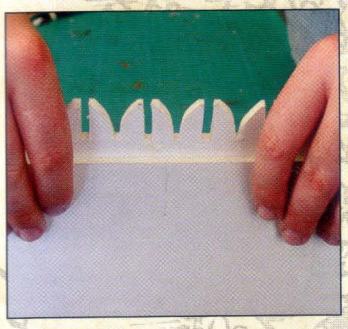


► PLASTERING
Plaster filler is used to smooth out the crenellations.

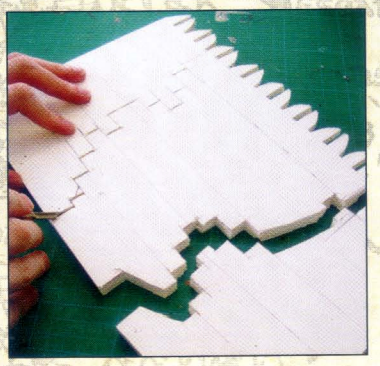


▲ WHITE WALLS
The wall is now ready to be used in your games.

Ruined Walls



◄ DOUBLE-THICKNESS WALL
An extra piece of foam card reinforces the front of the ruined wall.



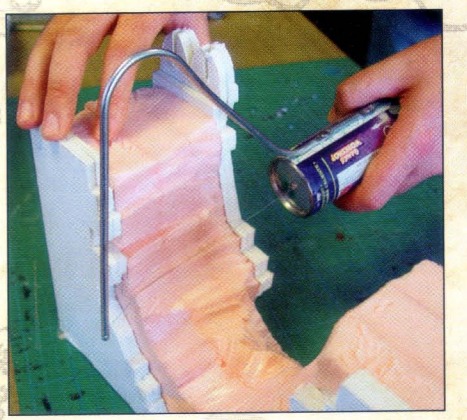
► BROKEN HOLE
The wall is cut to create a broken brick pattern.

1 Wall Exterior

The front of your ruined wall is constructed in the same way as the front of the complete wall sections. Once you have cut out the front section and attached the crenellations, cut out and glue a second piece of foam card of the same height to the back. This creates a double thickness and will strengthen your ruined wall. Next, cut a rough, V-shaped breach out of the front section, with protruding bricks, in the same way as with Pack 33's ruined Osgiliath buildings. Save the piece you cut out, as you will need it later. Make the rear wall in the same way as the back of your complete wall sections. Add an extra layer of foam card as on the front ruined wall and cut a breach in it in the same way. The shape of the breach need not match that of the front, as this will add a rough appearance to the ruined wall section.

2 Wall Interior

To create the interior of the wall, glue together three pieces of 2cm/1" thick styrene, each the same dimensions as the foam card walls. This will mean the interior of the ruined wall will be the same as the thickness gauge, and ensure it matches the complete wall sections. Attach the ruined wall front and back to this styrene interior. Then roughly cut out the styrene between your front and back foam card walls to form the breach. Add foam card to the top of the wall to create battlements, leaving a gap for the breach. Finally, add brickwork details as on the complete wall sections.

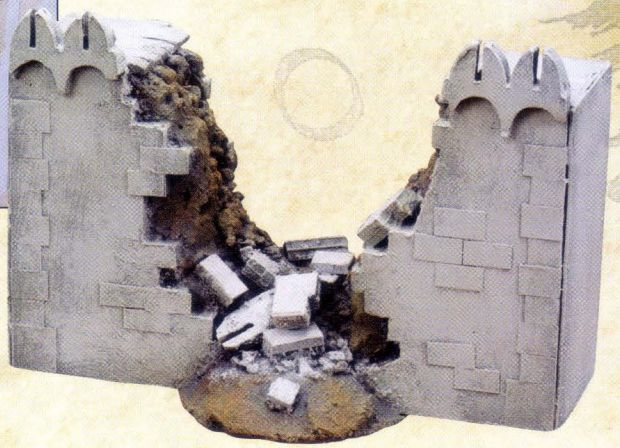


◄ MAKING THE BREACH
Cut away the styrene in the centre of the wall, creating a breach.

3 Rubble

Cut up the sections of foam card left over from your ruined front and back walls to make rubble to lie in the gap. Next create some spill at the base of the breach, representing debris that has piled up at the front and back of the breach, forming a ramp from the ground up to the base of the breach. The spill, for both sides of the wall, can be shaped from a piece of styrene. Fix the pieces of spill firmly in place using dressmaking pins and glue. Add small stones and sand over all the styrene parts to add texture to the debris. Once all the rubble has been glued in place, paint the ruined wall in the same way as the other walls, with the exception of the interior, which can be painted with Codex Grey, then dry-brushed with Graveyard Earth, then Bubonic Brown and finally Bleached Bone.

◄ ROCKS AND RUBBLE
The interior of the breach can be covered with rubble and bits of broken wall.

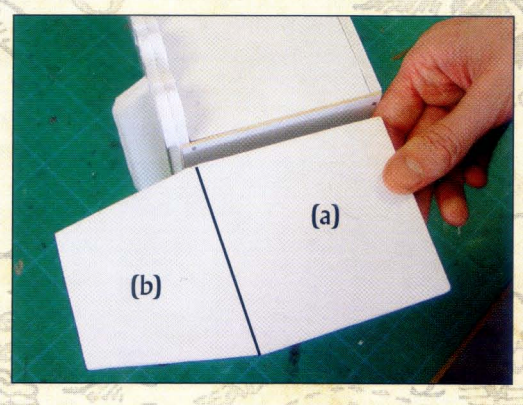


► SHATTERED WALL
The ruined wall is ready to be overrun.

Minas Tirith™ Towers

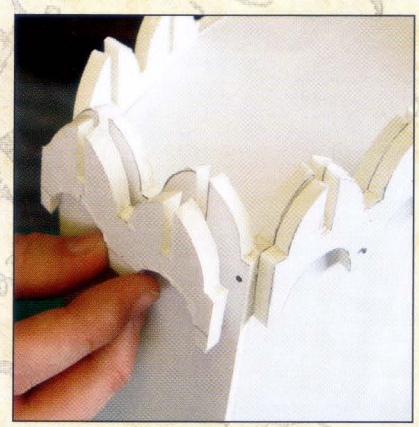
1 Top and Bottom

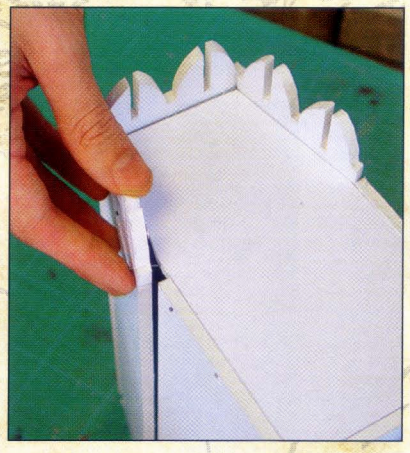
Like the walls, the towers are constructed from foam card. First you will need to create the foam card shapes for the top and bottom of the towers. Draw a rectangle onto a piece of foam card, as deep as the wall sections, and about 10cm/4" wide (a). Then draw a trapezium – a rectangle with sloping sides – onto one of the short edges of your rectangle, with each of its short edges about 5cm/2" long (b).



◄ BASE SHAPE
Before cutting it out, measure the foam card shape against your walls to make sure it matches.

► TOWER CONSTRUCTION
Use dressmaking pins to reinforce the structure of your tower.





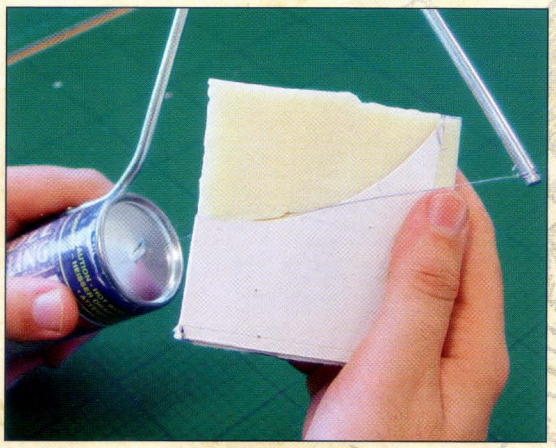
2 Tower Walls

Use foam card to make the front, sides and back of the tower, using the top and bottom shapes as a guide for width and making them about 7½cm/3" higher than your walls. Remember, as with your previous wall sections, to make the front and sides of your tower an extra 2½cm/1" higher to allow for your crenellations. Use the crenellation template to create the crenellations for the front and side of the tower in the same way as for your walls. Glue the structure together to form the tower, using pins to reinforce it if necessary.

◄ TOWER CRENELLATIONS
The tower crenellations are created in the same way as those on the walls.

3 Tower Buttresses

Cut out a block of styrene as wide as the front of the tower, and about one-third its height. Place this block in front of the tower. Then, using the angled front walls as a guide, cut the buttress to a point using a hot wire cutter. Now you will need to create a card template to cut an even curve into the front of the block. Draw and cut out the edge of a circle onto a piece of cardboard the same size as the block. This will form your card template. Use this as a guide to cut a curve into the top of the buttress with a hot wire cutter, as shown.



◄ CURVED BUTTRESS
Using a card template as a guide, cut a curve into the front of the tower buttress.

► TOWER DOORS
Stonework can be scored into the doorframes.

4 Doors and Hatches

You can now create some doors and hatches for your tower. The doors are created from pieces of balsa wood with rounded tops. Banding is added using strips of cardboard. You can create frames for your doors from foam card, using the door as a template. Doors can be placed at the base of the towers where they will join the battlements of your walls. Once the door is glued in place, add a doorknob using a pin pushed through the wood into the foam card walls. Trapdoors are made in a similar way, but are square. Glue these to the top of the towers.

5 Painting the Tower

Add bricks to the tower in the same way as with the wall sections. You can also stick bricks onto the angled sides to cover the gaps in the same way as on the Osgiliath Bridge from Pack 34's Modelling Workshop. Fill in any remaining gaps with plaster filler. Then you can give the tower a coat of textured paint. Once this is done, your tower can be painted to match the wall sections. The wooden doors and hatches are painted by dry-brushing them first with Graveyard Earth, then Kommando Khaki.

► WHITE TOWER
The tower is ready to be positioned next to the walls.

'To the wall! Return to your posts!'

GANDALF™

◄ CITY WALLS
The walls of Minas Tirith make imposing defences.

IN YOUR NEXT GAMING PACK...

Minas Tirith comes under siege from Sauron's Orcs!

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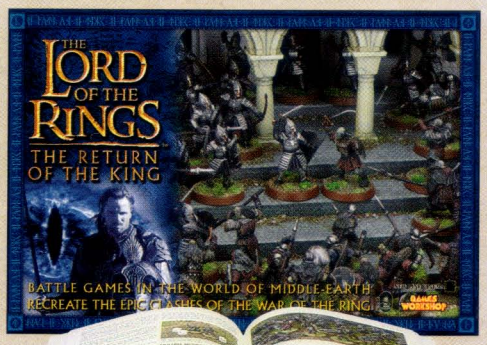
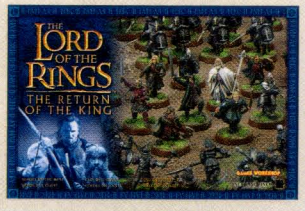
THE LORD OF THE RINGS
THE RETURN OF THE KING

Battle Games in Middle-earth is just one part of *The Lord of The Rings* tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.





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