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Guide to Middle-earth™ 1

Learn about the brutal nature of Gothmog,
the Witch-king's Orc Lieutenant and commander
of his forces during the siege of Minas Tirith.



Playing the Game 2-7

In this Pack, we present the rules for using Gothmog
in your games, as well as the siege equipment that
he commands in battle.



Battle Game 8-13

The forces of Mordor launch the assault on Minas
Tirith in this exciting Battle Game. Will the gates of
the White City hold, or will Gothmog win through?



Painting Workshop 14-17

Paint your Gothmog miniature to lead Sauron's
forces against the walls of Minas Tirith.



Modelling Workshop 18-21

Complete your set of Minas Tirith defences
by building the gates of the White City.

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Lieutenant of Mordor™

Gothmog is a merciless and cunning Orc leader, a servant of the dreaded Witch-king. Charged with the destruction of Minas Tirith, Gothmog displays his fierce determination and ruthless aggression as he tears down the city's defences.

*'Fear... the city
is rank with it.'*

GOTHMOG™

Gondorians by surprise and securing the ruined city for his dark master. Now, while commanding his warriors during the siege of Minas Tirith, he stands defiantly within range of the Gondorian Trebuchets. Despite the rain of arrows and rocks, he stands his ground, showing contempt for his foes.

In this Pack of *Battle Games in Middle-earth*, we join the dramatic battle for Minas Tirith and the titanic struggle between the forces of Gondor and Sauron's dark armies. In Playing the Game, we detail the rules for mighty siege engines as well as the evil Orc general Gothmog and then, in the Battle Game, the defenders of Minas Tirith try to stop the forces of Mordor breaching the gates of the White City. In the Painting Workshop, we show you how to paint your Gothmog miniature, while in the Modelling Workshop, we look at how to construct the mighty gates of Minas Tirith to add to the city walls from the last Pack.



▲ FACE OF EVIL

Gothmog is a fearless leader and merciless general.





The Siege of Minas Tirith

As the armies of Mordor besiege Minas Tirith, both sides ready their mighty Siege Engines to rain death on the foe from above. Here, we present rules for including these potent machines of destruction in your Battle Games.



On the Pelennor Fields outside the walls of the White City, a vast army of evil assembles under the command of The Witch-king and his lieutenant Gothmog, intent on crushing the Free Peoples of Middle-earth once and for all. Alongside the men – the Haradrim and Easterlings – are tens of thousands of Orcs. These disparate groups are all united by a common purpose – the destruction of Minas Tirith and its occupants.

In this Pack's Playing the Game, we provide you with the rules for Gothmog, one of the most formidable Orc leaders of all time. In addition, we present rules for including mighty Siege Engines in your Battle Games – the War Catapults of Mordor and the Trebuchets used by the Gondorians in the defence of their city.

◀ MACHINERY OF DESTRUCTION

The Catapults of Gondor relentlessly defend the White City.

RECAP

Sieges and Siege Weapons

Gondorian Trebuchets and Mordor Catapults are generally used in siege games, both by the attackers and defenders, where they are equally capable of destroying fortifications or laying waste to besieging troops. You will therefore need to use the rules presented in this Pack's Playing the Game in conjunction with the rules for siege warfare presented in Packs 27–31 of *Battle Games in Middle-earth*.

► SIEGE SPECIALISTS

The Uruk-hai of Isengard excel at siege warfare.



▲ SARUMAN'S DEVICES

Among the tools of the army of Isengard are Saruman's fearsome explosive devices.





Gothmog, Lieutenant of Morgul (Points Value: 135)

While the Witch-king takes to the skies with the other Nazgûl, the ground forces of Minas Morgul are commanded by his lieutenant, Gothmog. Incredibly vicious and cruel, even by Orc standards, Gothmog is a powerful foe of the Free Peoples.

F	S	D	A	W	C	Move	M	W	F
5/-	4	6	3	3	5	14cm/6"	3	3	3

Wargear:

Heavy armour and hand weapon

Options:

Shield

5 pts

Warg

10 pts

Special Rules:

Master of Battle (see below)



Master of Battle

Unusually for an Orc, Gothmog is a very tactically astute leader, able to read the tide of battle and turn it to his advantage. If any enemy Hero within 14cm/6" of Gothmog declares a Heroic Action, Gothmog may immediately call an Action of the same type, without using a point of Might. However, he cannot call a Heroic Shoot or Heroic Move in this way if he has already been engaged in combat.

► COUNTER CHARGE

Éomer declares a Heroic Move, allowing Gothmog to do so without spending Might. The Orcs win the roll-off and counter charge, denying the cavalry their bonuses for charging.



Warg Rider Captain (Points Value: 50)

Warg Rider Captains are found in the armies of both Isengard and Mordor. Formidable opponents due to their combination of speed and ferocity, they often spearhead lightning cavalry attacks.

	F	S	D	A	W	C	Move	M	W	F
Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Warg	3/-	4	4	0	1	3	24cm/10"	-	-	-

Wargear:

Light armour and hand weapon



Siege Engines

The armies of Gondor and Mordor have access to war machines capable of flinging huge lumps of rock vast distances – devastating to enemy troops and fortifications. The following rules apply to both the Trebuchet and the War Catapult.

► INSUFFICIENT CREW

Although two crew members are in contact with the Catapult, one of them is engaged in combat, meaning it cannot fire this turn.



Siege Engine Crew

Provided that it has at least two crew members in contact with it, who have not moved that turn and are not engaged in combat, a Siege Engine may fire once per Shoot phase. Models other than the Siege Engine's crew may assist in the firing if the requisite number of crew are unavailable, but will reduce its accuracy as described below, due to being untrained in the use of such a complex machine.

Indirect Fire

Catapults and Trebuchets are designed to launch their missiles in a long, arcing trajectory over the battlefield. To represent this, they will always shoot as if volley firing, as described in Pack 26's Playing the Game, giving them a range of 46-244cm/18-96". However, they only need to roll a 4 or more to hit their target, rather than the usual 6. If untrained models are assisting in the firing of a Siege Engine, the chance of hitting is reduced to a score of 6. Heroes may not use Might to affect any rolls involved in the firing of a Siege Engine.



◀ ROCK VOLLEY

While two of the crew members operate the Trebuchet, the third acts as a spotter, allowing them to fire upon the advancing Mordor horde.

INACCURACY TABLE

- | | |
|-----|---|
| 1 | Wide of the mark. Your opponent may nominate any one of your models within 14cm/6" of the original target. This model is hit instead of the original target. If there is no alternative target, treat this result as a miss instead. |
| 2-5 | Slight deviation. Your opponent may nominate any one of their models within 14cm/6" of the original target. This model is hit instead of the original target. If there is no alternative target, treat this result as a miss instead. |
| 6 | Direct hit! The original target model is hit. |

Inaccuracy

The way in which Siege Engines fire makes it difficult to hit a small and mobile target on the battlefield. It is therefore possible that the projectile will hit something else in the vicinity. A miss result simply has no effect. However, if you score a hit with a Siege Engine, roll on the Inaccuracy table (left) and apply the results.

► INACCURATE SHOT

After hitting Gothmog with his Trebuchet, the Good player rolls a 4 on the Inaccuracy table. The Evil player decides to transfer the hit to the Orc archer instead.





EXCEPTION TO THE RULE

Large Targets

Some targets are so large that you do not need to roll on the Inaccuracy table if you hit them. Fortress walls and towers, all other buildings, Siege Engines and Siege Towers all count as large targets. In addition, the Area Effect rules below do not apply when a Large Target is hit.

Crushed!

Even the mightiest of warriors is unlikely to survive a direct hit from an enormous flying lump of rock. For this reason, any model that is wounded by a Siege Engine will lose all their Wounds, regardless of the number they have remaining. They may, however, attempt to use their Fate points as normal. If a model somehow manages to survive being hit by a Siege Engine, it will still be knocked to the ground. The only exceptions to this rule are Sauron and the Balrog. Both these characters are so powerful that they will only lose half their starting number of Wounds, rounding up any fractions. They will, however, still be knocked down.



► DEATH OF A HERO

Faramir is hit and wounded by a catapult. He fails both his Fate rolls and is therefore slain, despite having 2 Wounds remaining.

'Fire at will!'

GOTHMOG™

Area Effect

Catapults and Trebuchets fire huge chunks of stone which break apart on impact with the target, showering the surrounding area with debris capable of causing additional devastation. When a model is hit by a Catapult or Trebuchet, any model within 5cm/2" takes a single hit. This hit will be at Strength 6 from a Mordor Catapult or Strength 5 from a Trebuchet. In addition, any models hit by debris from a Catapult will be knocked to the ground. The Crushed! rule does not apply to models struck by flying debris.



◀ DEADLY DEBRIS

The Gondorian Captain is hit by a shot from a Catapult, meaning two Warriors and one Orc each take a Strength 5 hit.



Attacking Siege Engines

If attacking a Siege Engine with shooting, work out the attacks as normal. If the Siege Engine is reduced to 0 Batter Points, it will remain in place, but will be unable to shoot for the rest of the game. Alternatively, if an enemy model spends a full turn in contact with a Siege Engine without performing any other actions – such as shooting, fighting, or using magic – they can disable the machine for the remainder of the game.

◀ SABOTAGE!

Gothmog and the Orcs attack the Trebuchet's crew, allowing the Uruk-hai to move into contact with the Siege Engine and disable it.



Mordor War Catapult (Points Value: 90)

During a siege, the vast hordes of Orcs unleashed from Mordor will often be supported by War Catapults, capable of wreaking destruction on both the troops and fortifications of the enemy.

Batter Points

Catapult	10	10	4									
							Move					
Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-		
Troll	7/-	7	7	3	3	3	14cm/6"	-	-	-		

Crew:

A War Catapult has a crew of three Orcs, armed with hand weapons and wearing armour. Extra crew can be added for the additional cost shown.

Options:

Orc Crew	5 pts
Troll Crew (see below)	90 pts



Troll Crew

For the points cost shown, a Catapult may add a single Mordor Troll to its crew, able to assist with the loading and defence of the Siege Engine. A Catapult with a Troll crew member may fire twice each turn, provided that the Troll is touching the Catapult, has not moved in that turn's Move phase and is not engaged in combat. The Troll does not count towards the minimum required number of crew members.

► VALUABLE CREW

One of the Orc crew charges the Gondorians to prevent them attacking the Troll. The Catapult will therefore be able to fire twice in the Shoot phase.



► MIGHTY STRENGTH

Despite having only two Orc crew remaining, the Catapult can move the full possible distance this turn, due to the presence of a Troll.



Moving the Catapult

The Catapult has wheels allowing it to be pushed along by its crew. Three or more models, remaining in contact with the Catapult throughout their movement, may push it the distance of the lowest Move characteristic. Two models may move the Catapult in the same way, but at half speed. A single model may not move the Catapult. Any model with a Strength value of 6 or more counts as three models for the purposes of moving the Catapult. The Catapult may not traverse difficult terrain, nor may it cross barriers.

Gondorian Trebuchet (Points Value: 110)

The walls of Minas Tirith are protected by a number of Trebuchets – massive constructions of iron and wood, designed to fling tremendously heavy lumps of stone to smite the enemies of Gondor from vast distances.

S **D** **Batter Points**

Catapult 10 10 4

F **S** **D** **A** **W** **C** **Move** **M** **W** **F**

Crew 3/4+ 3 5 1 1 3 14cm/6" - - -

Crew:

A Trebuchet has a crew of three Gondorians, armed with swords and wearing heavy armour. Extra crew can be added for the additional cost shown.

Options:

Gondorian crew 7 pts

**Wall Breaker**

Trebuchets are particularly effective against buildings and fortifications, the massive lumps of rock which they launch capable of shattering even the mightiest of walls with ease.

To represent the devastating effects of a Trebuchet against targets such as buildings, whenever you roll to wound with a Trebuchet against a Large Target, roll two dice and pick the highest result.

◀ RAINING DESTRUCTION

Rolling to wound against the Orc-occupied tower, the Good player rolls a 5 and a 3, gaining him a roll on the Battering chart from Pack 30.

Immobile

A Trebuchet is a massive and heavy machine that is fixed to the surface on which it stands. Often, this will be the battlements of a fortified position which the Trebuchet is defending.

As it must be firmly secured in place, the Trebuchet, once deployed, may not move. The crew, however, may move as normal.

**◀ STATIC POSITION**

Since it will be unable to move, it's a good idea to deploy your Trebuchet where it will be able to cover the whole battlefield.



Break the Gates!

Countless thousands of Orcs have massed before the White City, ready to bring fire and ruin to its inhabitants. In this Battle Game, the brave defenders must try desperately to hold the gates of Minas Tirith against the endless hordes of Mordor.



As the forces of Sauron begin their attack on Minas Tirith, gigantic Orc Catapults hurl their deadly missiles against the city's walls, shattering stone and flinging men to their deaths. In retaliation, the Gondorians fire their Trebuchets into the massed ranks of their attackers, crushing hundreds of Orc Warriors beneath tonnes of broken rubble. As the forces of Mordor approach the great gates of the White City, the defenders fill the sky with clouds of arrows, trying desperately to halt their advance. On the walls Gandalf and Pippin stand with the brave Warriors of Minas Tirith, ready to give their lives to save the city.

In this Pack's Battle Game, the soldiers of Minas Tirith, with the aid of Gandalf the White and Pippin, must defend the city's mighty gates. Arrayed against them is the evil Orc general Gothmog and his army of Orc and Trolls – an endless host of evil.

◀ BATTLE FOR THE GATE

The Orcs howl out their battle cries as they hammer against the city's defences.

THE COMBATANTS

For this Battle Game, the Good player will require the Gandalf the White miniature from Pack 39 and the Pippin model from Pack 32. He will also need all of the 24 Warriors of Minas Tirith from previous Packs. The Evil player will need Gothmog, included in this Pack, as well as the two card figure Mordor Trolls and Mordor Troll Chieftain from Pack 42. He will also require all of the 36 Mordor Orcs, the Orc Banner Bearer and two Orc Captains, which can be represented by your Grishnákh and Gorbag miniatures.

► WARLORDS AND WIZARDS

Gandalf rallies the Gondorians against Gothmog's assault.





CHARACTER PROFILES

Defenders of Minas Tirith™

The defenders of Minas Tirith are hopelessly outnumbered by the seething hordes of Mordor. From their high stone battlements, the Gondorians watch helplessly as Sauron's army gathers to assault the city. Using mighty engines of war, the Orcs begin to pound the city with boulders, breaking the defences and hurling men into the air like rag dolls. The Warriors of Minas Tirith know they cannot hold out for long against the vast force of Orcs that is about to come crashing down upon them. Their only hope is that reinforcements will come soon. Gandalf knows the fate of the city hangs by a thread. The defences must hold for as long as possible, if there is to be any chance of victory.

Hordes of Sauron™

Sent forth by the Dark Lord, the armies of Mordor have gathered for the final war with the Free Peoples of Middle-earth. In their thousands, Orcs and evil Men have marched forth from Minas Morgul to strike into the heart of Gondor, and to bring death to its people. Ranging from the lowest Orc to the mightiest Troll, the army of Mordor is united in its single purpose of terror, fire and ruin. This is but the opening stage of Sauron's great war, a war in which he plans to crush all the free nations of Middle-earth and forge a new dark age of eternal evil and despair.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Gandalf the White	5/-	5	6	1	3	7	14cm/6"	3	6+1	3
Pippin Warrior of Minas Tirith	3/3+	2	4	1	1	4	14cm/6"	1	1	2
Gothmog Mordor Orc Captain	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Mordor Orc	5/-	4	6	3	3	5	14cm/6"	3	3	3
Mordor Troll Chieftain	4/-	4	5	2	2	3	14cm/6"	2	1	1
Mordor Troll	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Mordor Troll Chieftain	7/5+	7	8	3	3	4	14cm/6"	2	1	1
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-

NB. All models are armed and armoured as depicted on the model, with the exception of Pippin, who counts as wearing armour. Models with a shield add 1 to their Defence.

The Gaming Area

The game takes place on a 120cm/4' square board. The Minas Tirith walls, towers and gatehouse from this Pack and Pack 55's Modelling Workshops are placed so that they bisect the board. Fill the area behind the wall with the Osgiliath ruins from Pack 33.

Starting Positions

The forces of Good are deployed either on top of the Minas Tirith walls, towers and gatehouse, or in the area of ruins behind them. The forces of Evil are deployed up to 30cm/12" from the table edge, facing the walls.

FORCES OF GOOD
DEPLOY ON OR
BEHIND THE WALLS

FORCES OF EVIL
DEPLOY HERE





Special Scenario Rules

Engines of War

During the siege of Minas Tirith, the Gondorians and the forces of Mordor both used war machines. To reflect this, the Evil player has the use of two Catapults and the Good player the use of two Trebuchets. These Siege Engines do not need to be represented by models and are assumed to be firing onto the table from off the board edge. When a player fires one of his Catapults or Trebuchets, he nominates a point along the table edge closest to his deployment area where the Siege Engine is shooting from. The player then works out the shot as normal, using the Siege Engine rules presented in this Pack's Playing the Game, rolling to hit, scatter and damage.



▲► WAR MACHINES
After choosing his target (a)
the player then rolls to hit (b).



Breaking the Gates

The white walls and towers of Minas Tirith are impressive stone edifices that have endured for many long years. The city's massive gates are constructed from heavy ancient timbers bound with bands of iron. Use the values listed in Pack 30's Playing the Game to determine the Batter Points of the Minas Tirith walls, towers and gatehouse. Note that the latter counts as a fortress gate.

◀ FORMIDABLE DEFENCES

The walls and gates of Minas Tirith are built to repel even the most determined attackers.

Endless Horde

The army of Mordor Orcs before the gates of Minas Tirith is vast beyond compare. To represent this using the models you have, any Orc model that is killed will re-enter play from anywhere on the board edge opposite the Walls of Minas Tirith, at the start of the Evil player's next Move phase. Note that this rule does not apply to Gothmog, the Mordor Troll Chieftain or the Mordor Trolls.

WINNING THE GAME

The forces of Mordor are attempting to break through Minas Tirith's outer defences and create a foothold within the city. The defenders must try to hold them back for as long as possible.

- The Evil player wins if he can move one of his models off the table edge directly behind the walls.
- The Good side wins if, after 25 Turns, the Evil side has failed to complete their objective.

GOOD TACTICS

The Good player's objective is to stop the Evil force from moving off his table edge. This will mean defending the walls and gate for as long as possible. Out of all the Minas Tirith defences, the gate is the most likely place the Evil force will try to breach the city. You should expect that the gate will inevitably be broken – however, if you keep some warriors protecting the gateway, it will still prove a difficult obstacle to overcome. Remember that the Evil force will not be able to scale the walls, so your Warriors of Minas Tirith armed with spears and swords are better off being placed behind the wall, waiting for the enemy to come through.



▲ PROTECT THE GATE

Keep some warriors behind the walls, ready to defend the gateway or any breaches in the wall.



A potent part of your arsenal as the Good player is Gandalf's magic. It is important to keep Gandalf in a position where he can use this advantage to the best effect. Placed on the top of the gatehouse above the gate, he will be able to target any Evil models that try to pass through the gateway. Gandalf's Effortlessly Immobilise spell is especially useful, neutralising threats such as the Trolls. Gandalf can also be used as a sniper, shooting any Evil model that gets too close to escaping the board with his Sorcerous Blasts.

◀ THE WHITE WIZARD

Gandalf's magic can prove decisive in keeping the forces of Evil at bay.

Out of all the enemies assaulting the walls, the Mordor Trolls are among the most dangerous. These monsters should be targeted from the start of the game, using your archers and Trebuchets. Any wounds or kills scored against the Trolls before they reach the walls will make your defenders' job a great deal easier.

► SHOOT THE TROLLS

Target the Trolls, as they pose the greatest threat to your defences.





EVIL TACTICS

As the Evil player, your main goal is to cross the table and move off the Good player's board edge. This means breaking through the Minas Tirith defences. Fortunately, you have two mighty Catapults to aid you in this task. The weakest point of the defences is the gate and this is probably the best place to focus your assault. Try to resist the urge of shooting your Catapults at the walls, as even though they are an easier target to hit, they are much harder to destroy. When your Trolls reach the gate, they, too, can try to break it down.

► TARGET THE GATE

Without ladders or siege towers, breaking through the gate is the easiest way into the White City.



When assaulting the gate, leading with your Trolls is a good way of sweeping aside resistance as quickly as possible. Don't be afraid if your Trolls get badly wounded or killed getting through the gateway. Since the victory conditions mean that you only need to get one model across the board, a single Orc is all you need to win the game. Be careful, however, of creating a Troll 'traffic jam' in the gateway. If your leading Troll becomes Immobilised, it can effectively halt your assault.

◄ TROLL ASSAULT

Trolls are ideal shock troops, bashing their way past any resistance.

Try to leave a bit of a gap between your models, allowing you room to manoeuvre.



► STRONG LEADERSHIP

Gothmog is most effective in the thick of the action.



Gothmog is a powerful warrior and leader, and keeping him close to the front of your assault means he will be well placed to use his Might. When attacking a defended position, such as a gateway, this extra Might will be important, allowing you to call Heroic Moves and Flights, smashing past the Good resistance as quickly as possible. Gothmog's fighting ability can also be vital to turning the tide in your favour.



Gothmog™

Gothmog is the Witch-king's lieutenant during the assault on Minas Tirith, and is a cunning and ruthless Orc leader. Here we show you how to paint Gothmog to make him stand out from your other Orcs on the field of battle.



Among the greatest of Orc leaders, Gothmog is immediately recognisable due to his appearance, hideously disfigured even by Orc standards. Armed and equipped with the crude yet effective wargear typical of Orcs, he enters battle carrying a cruelly hooked scimitar and wearing heavy plate armour.

In this Painting Workshop, we will be paying particular attention to painting Gothmog's armour and skin, the two most prominent and distinctive areas of the miniature. As befits his status as one of the mightiest Orcs of the Third Age, you will probably want to spend more time and effort painting Gothmog than you would a lowly Orc warrior. In particular, we will be showing you how to make extensive use of the layering and weathering techniques – as detailed in Pack 54's Painting Workshop – to achieve impressive results on your miniature.

◀ LIEUTENANT OF MORGUL

Gothmog advances at the head of the Witch-king's armies.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
VERMIN BROWN
TIN BITZ
BOLTGUN METAL
CHAINMAIL
BROWN INK
BLACK INK

• TERRACOTTA
SNAKEBITE LEATHER
DWARF FLESH
ROTTING FLESH
RED INK
DESERT YELLOW
SCORCHED BROWN

BESTIAL BROWN
BUBONIC BROWN
FORTRESS GREY
GRAVEYARD EARTH
CODIX GREY
BLEACHED BONE

1 Rusted Metal

After undercoating the model with Chaos Black, the first thing to paint is the metallic areas. The heavy suit of ancient, Orcish armour that Gothmog wears covers most of his body and, as such, it is worth taking the time to bring out its texture and detail. The rusted orangey-brown tinge of the armour and weaponry is achieved through the use of an appropriate base colour. Mix equal amounts of Vermin Brown and Tin Bitz, and apply this to all the metal areas of the miniature. Follow this with a heavy dry-brush of Tin Bitz. Leaving the base colour showing through in the areas the dry-brushing does not reach, such as where the plates intersect and between the scales, will give the appearance of rust having formed where this would realistically happen.



▲ The base colour of the armour will show through in the deepest recesses, giving it a rusty appearance.

*'The age of Men is over.
The time of the Orc has come.'*

GOTHMOG™



► The highlights on the edge of the metal areas give them a sharp, vicious appearance.

To highlight the metal areas, apply progressively lighter dry-brushes, first with a mix of Tin Bitz and Boltgun Metal, then just Boltgun Metal. Try to keep all your dry-brushing relatively light – this will leave the darker areas still showing, providing a strong contrast with the highlights. Finally, pick out the most prominent metal areas with a careful highlight of Chainmail.

2 Weathering the Metal

To further enhance the ancient, rusted appearance of the metal areas, you can apply additional weathering effects to represent grime and mottled patches of rust. First apply a wash using a thinned-down mix of Brown and Black inks. Follow this with a slightly thicker application of the same ink mix, applied in uneven patches. Once this has dried, it will give the metal a rough, ill-maintained appearance. Brighter patches of rust can be achieved by dabbing slightly thinned-down Vermin Brown onto the metal.



► The application of weathering serves to provide the metal areas with an extra degree of realism.



▲ The ink washes and patches of Vermin Brown give the heavy armour a rusted, ancient appearance.

3 Disfigured Flesh

The method used to paint Gothmog's skin is a more complex variation of the layering techniques used on the cloaks of the Elves in Pack 44's Painting Workshop. Rather than moving all the way from one colour to another through the layers, you will be adding additional colours to the mix as the layers progress.

Begin by painting Gothmog's face, and other areas of exposed skin, with a base colour mixed from equal amounts of Terracotta and Snakebite Leather. To highlight the flesh, use the layering technique, adding increasing amounts of Dwarf Flesh to the base colour. Once you have a layer comprising roughly equal parts of the three colours, add progressive amounts of Rotting Flesh to any further layers.

► The mix of colours used gives Gothmog's flesh an inhuman, yet realistic appearance.



◀ A smooth transition can be achieved by adding more layers, gradually mixing in the additional colours.



▲ Once highlighted, the pale skin will stand out from the dark armour and clothing.

► Despite the various skin colours, these Orcs are still recognisable as being part of the same force, due to the consistency of other parts of the paint scheme.



Orcish Skin

The advanced layering technique described above is particularly suited to painting the skin of Orcs, since it allows you to achieve a huge range of unusual colours. By varying the different colours you mix in at each stage of layering, you could conceivably paint a force in which no two Orcs have quite the same skin tone. For example, if you were to use the same first three colours as on Gothmog's skin, but added Space Wolves Grey to the mix for the final stages, the skin would take on a slightly bluish tinge, rather than the green hue achieved by using Rotting Flesh. Alternatively, you could choose to use an entirely different palette of colours. If you experiment, you will find that the possibilities are almost endless.

◀ By varying the colours you use, you can add a massive amount of variety to your Orcs' skin.



◀ One of Gothmog's most distinctive features is his malformed, fleshy head.





4 Ragged Clothing

Gothmog's clothing can be painted in a similar manner to your other Orcs, the main difference being its distinctive reddish-brown colour. Begin with a base colour of Terracotta, followed by a wash with a mix of thinned down Red and Brown inks. After resetting the base colour, use layering to add highlights, mixing Vermin Brown into the base colour. Add Desert Yellow to the mix for the final highlights.



◀ Adding browns to the base colour for the highlights will give the clothing a drab red colour.

► The final grey dry-brush will keep the overall colour of the furs subdued.



5 Furs

Mix equal parts Scorched Brown and Bestial Brown as the base colour for the furs on Gothmog's back. Follow this with a wash, using thinned-down Brown ink. After the wash has dried, dry-brush the furs with a mix of Scorched, Bestial and Bubonic Brown. Follow this with a final, lighter dry-brush, adding Fortress Grey to the mix.

◀ Use the tip of a fine brush for painting Gothmog's teeth.

6 Finishing Details

Paint the straps on Gothmog's clothing with a mix of equal parts Scorched Brown and Graveyard Earth, followed by a highlight of the latter. Pick out the belt buckle using Boltgun Metal. Give the hair a base colour of Graveyard Earth, then highlight it with a light dry-brush of Codex Grey. Finally, pick out the teeth using Bleached Bone. Once completed, your miniature is ready to be based.



TOP TIP

If you use static grass when basing your models, you may find that it looks too bright a shade of green. To dull this colour slightly and give it a more natural appearance, apply a dry-brush of equal parts Graveyard Earth and Bleached Bone to the grass. Make sure you wait until the glue attaching the grass to the base is dry, or you run the risk of the static grass getting stuck to your paintbrush.

► Your completed Gothmog miniature, ready to lead the assault on Minas Tirith.





Minas Tirith™ City Gates

During the siege of Minas Tirith, the city's great gates are subjected to a relentless assault by the forces of Mordor. In this Modelling Workshop, we will show you how to build the mighty Minas Tirith gatehouse to complete your Gondorian defences.



▲ THE GREAT GATES

The gates of Minas Tirith have stood for hundreds of years against the enemies of Gondor.

The Great Gates of Minas Tirith are among the mightiest defences in all of Middle-earth – their stout construction proof against all but the most devastating attacks. However, they still represent the weakest part of the Gondorian capital's defences. This vulnerable point is where the armies of Mordor direct their assault upon the city, battering the huge gates with the gigantic ram, Grond. The gates also mark the site of some of the most furious fighting of the siege, as the defenders make a last-ditch effort to keep the attackers at bay.

In this Modelling Workshop, you will learn how to create the mighty gatehouse of Minas Tirith. This impressive model will fit alongside your Minas Tirith walls and towers from the last Pack, giving you a complete set of city defences.

YOU WILL NEED

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

FOAM CARD
PAIR OF COMPASSES
CARDBOARD
BALSA WOOD ROD
BALSA WOOD SHEET
STYRENE

READY-MIXED PLASTER FILLER
TEXTURED PAINT
DRESSMAKING PINS
CODEX GREY, BLEACHED BONE, SKULL WHITE, GRAVEYARD EARTH AND KOMMANDO KHAKI
ACRYLIC PAINTS
BLACK MARKER PEN

RECAP

Minas Tirith Walls and Towers

The Minas Tirith gatehouse uses the same construction techniques as the walls and towers from Pack 55's Modelling Workshop. As they will be used as a single set, it is a good idea when creating the gatehouse to make sure that it fits in well with the rest of your wall sections and towers. Make sure it is of a similar height and thickness as the walls and towers, and also check before adding doors to the towers to make sure they will line up with your walkways.



▲ WALL AND TOWERS

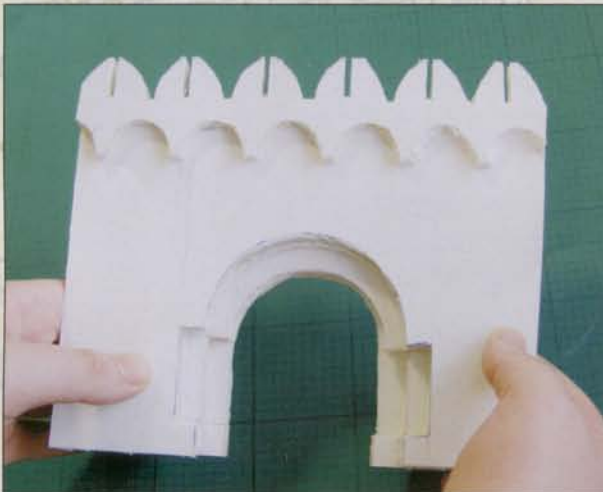
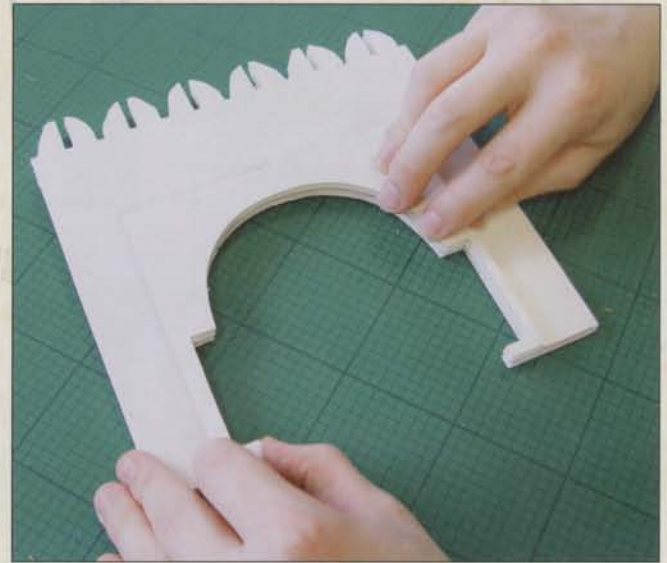
The gatehouse is designed for use with the other sections of your Minas Tirith city walls.

1 The Gateway

The gatehouse is a wall section with a tower at each end and a gateway cut through it. The first part of making the gatehouse is to create its front wall. Start with a piece of foam card in the same way as the front of the wall sections from Pack 55. While this piece of foam card will need to be the same height as a wall section – remembering to allow an extra 2cm/1" for the crenellations – it should only be about 24cm/10" in length, slightly shorter than a wall section. This means that, when you later add your towers to the structure, it will be the right size to fit in with the rest of your city walls. Next, add crenellations to the top of the front wall in the same way as the wall sections.

► GATEWAY

A square of foam card cut to the same shape increases the thickness.



▲ LAYERING THE GATEWAY

Further layers of foam card create a stepped effect.

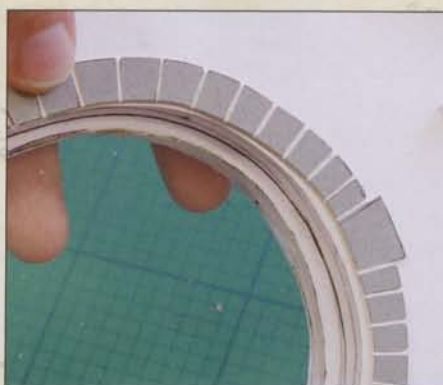
Once you have made the front wall of the gatehouse, you will need to construct the gateway. Mark out the shape of this entrance onto the front wall. It should be roughly 10cm/4" high and 7cm/3" wide. Round the top of the shape using a pair of compasses. You will also need to add two rectangular gaps on either side of the shape as shown. These gaps will be used later to house some of the gateway details. You can now cut out the shape. Next, cut out four squares of foam card, each large enough to cover the hole you have created. Use the hole to trace out the shape onto these squares. Cut out the shape from one of the squares and glue it behind the hole. Take two of the remaining squares of foam card and measure about 1cm/½" in from the tracing of the hole, creating a slightly smaller outline. Cut out this slightly indented shape from these pieces of foam card and glue them into place behind the hole, creating a step effect. Finally, take the remaining square of foam card and measure in from the tracing of the hole about 2cm/1". However this last layer does not need rectangular gaps at the sides. Cut this out and attach it behind the others.



2 Gateway Details

Once the final square of foam card is firmly glued in place you are ready to add some details to the gateway, such as creating a brickwork arch out of cardboard. Using the gateway as a guide for its shape, draw an arch onto a piece of cardboard. Make the arch about 1cm / 1/2" thick. Once you've cut out your arch, make small card rectangles for bricks. Attach them to the card arch and, in turn, attach this to the top of your gateway.

The next details are four small pillars that will fit into the rectangular gaps on either side of the gateway. Use four small pieces of styrene, cut out as shown, to create bracing for these pillars. These small pieces are positioned at the top and bottom of the rectangular gaps in the gateway. Next, cut out four thin pillars of balsa wood rod and glue these into the gaps below the styrene braces.



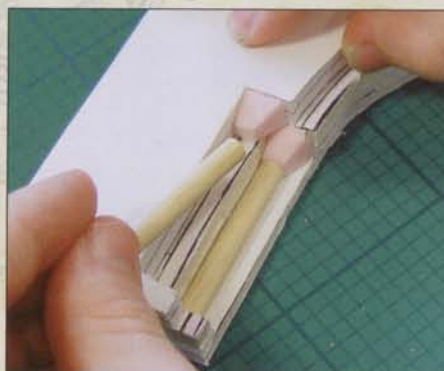
◀ CARD ARCHWAY

Made from cardboard, the arch is placed above the gateway.



▲ PILLAR BRACINGS

The bracings are created using small cubes of styrene, measured and cut so that two of their sides are angled.



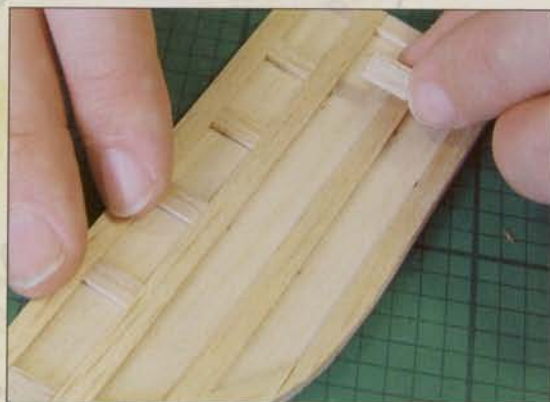
◀ ATTACHING PILLARS

The pillars are glued into the gaps below the styrene braces.



➤ GATE SIZE

Before attaching the gates make sure they will fit well into the gateway.



▲ DOOR FRAME

Use thin pieces of balsa wood to create a framework over the gate.

3 The Gates

Draw the shape for the gates onto a piece of thick card, using the gateway to make sure they fit snugly. Add a layer of balsa wood over this card, which should be trimmed down to match the shape of the gate and then scored to create the effect of timbers. The next step is to make a framework to cover the outside of the gate, giving it a sturdy, reinforced appearance. Use thin strips of balsa wood to create a rim and latticework covering for the gate. When the gates are complete, attach them to the gateway using masking tape to create a hinge.



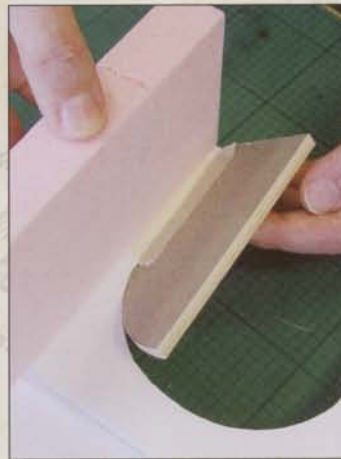
◀ EXTRA DETAILS

Small pieces of diamond-shaped cardboard give the appearance of rivets.



► STYRENE BLOCKS

When attaching the styrene blocks to the back of the gateway, make sure to leave a gap to allow the doors to open fully.



◀ COMPLETED GATEWAY

The gateway is now complete and ready for the towers to be attached.

4 Gatehouse Structure

The gatehouse is constructed using foam card and styrene in a similar way to the wall sections. Cut out two blocks of styrene to be placed on the inside edges of the gateway as shown. The styrene blocks will make the structure sturdier, as well as adding a corridor through the gatehouse from the front gate. These blocks should each be about 2cm/1" thick and as high as the front wall. They should also be roughly 7cm/3" wide, so that the back wall of the gatehouse can be attached to them once they are in place. When putting the blocks into place, be sure to leave a slight space on either side of the gateway to allow the gates to open. Next, create the back wall, top and bottom of the gatehouse using foam card. The back wall should have a gateway cut in it to match the one in the front wall.

5 The Towers

The towers that will flank the gatehouse are the same as those from Pack 55's Modelling Workshop and are built in exactly the same way, only with larger dimensions. To make these towers more impressive, double the width of their base and make them about half as high again. Once the towers are complete, attach them to the portion of the gatehouse you have already built. You can now add further details, such as doors and hatches. Then the model is ready to be painted.

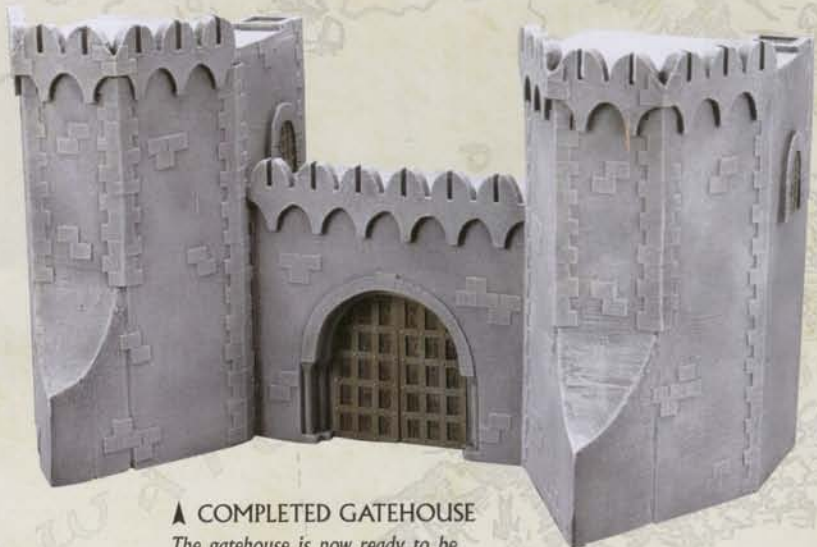
6 Painting the Model

The gatehouse is painted in the same way as the Minas Tirith walls and towers, using an undercoat of textured paint followed by dry-brushes of Codex Grey, Bleached Bone and Skull White. The gates themselves can be painted using the same colours as those for the hatches and tower doors, detailed in Pack 55. Once the gates have been painted, an additional touch is to draw designs into the spaces between the latticework using a black pen.



▲ GATE DESIGNS

You can use a black marker pen to add designs to your gates.



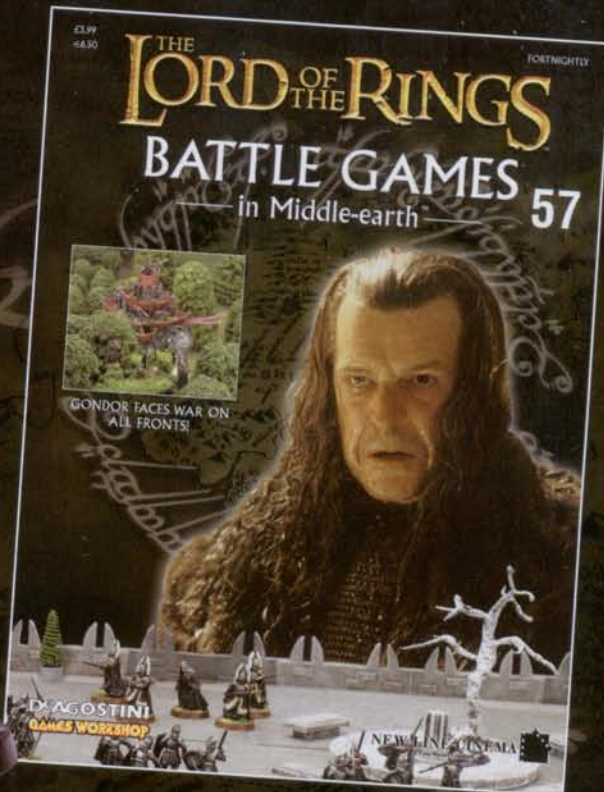
▲ COMPLETED GATEHOUSE

The gatehouse is now ready to be used alongside the rest of your Minas Tirith city walls and towers.

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