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— in Middle-earth™ —

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IN A DARING ASSAULT!**



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BATTLE GAMES 58

— in Middle-earth —

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Guide to Middle-earth™ 1

Discover the story of the shadow of Mordor, and how the threat of Sauron's evil has grown since his apparent defeat at the Battle of the Last Alliance.



Playing the Game 2-7

Learn how to get the most out of your scenery collection when playing your Battle Games.



Battle Game 8-13

In this Battle Game, Faramir's Rangers lead a daring, covert rescue mission to free their comrades from the clutches of the Orcs.



Painting Workshop 14-17

Paint your Orc Captain miniature ready for use in the armies of the Dark Lord Sauron.



Modelling Workshop 18-21

Create an Orc encampment, complete with tents, fires and other realistic details.

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The Shadow of Mordor™

For thousands of years, Sauron has waited, growing in strength and power. With vast armies of Orcs, Trolls and Evil Men under his control, the Dark Lord's might is almost at its zenith once again, and the Dark Tower has been rebuilt.

'Evil is stirring in Mordor'

GANDALF™

In the aftermath of the Battle of the Last Alliance, Sauron's power was broken and the Free Peoples of Middle-earth rejoiced at his defeat. However, Isildur's weakness was their undoing and, in failing to destroy The Ring, so too did he fail to destroy the Dark Lord. In the long centuries that followed, Sauron's evil was forgotten and peace returned to the lands of Middle-earth. However, in the land of Mordor, Sauron slowly began to rebuild his power. Gathering together a vast army of foul Orcs, monstrous Trolls and evil Men, the Dark Lord began to reclaim that which was lost to him so long ago, his influence gradually spreading out to overcome the fortresses built to repel him. In the realm of Gondor, the line of Stewards despaired as their borders were assailed by the forces of Evil, their towns raided and their people taken as slaves. All this time Sauron's servants hunted for The Ring, the one object that could defeat him and the one object that could guarantee his victory.

In this Pack's Playing the Game, we take a closer look at using your terrain collection in your games, including different ways to set up an exciting battlefield. The Battle Game follows the exploits of Faramir as he embarks upon a daring raid to rescue Gondorian prisoners from the clutches of vile Mordor Orcs. In the Painting Workshop, you will learn how to paint your Orc Captain, while in the Modelling Workshop we present a guide to building an Orc encampment for your Battle Games.



▲ WARRIOR OF THE DARK LORD

From all across the lands of Middle-earth, creatures of evil heed Sauron's call to arms.





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*'Evil is
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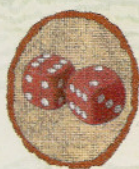
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▲ WARRIOR OF
THE DARK LORD

*From all across the
lands of Middle-earth,
creatures of evil heed
Sauron's call to arms.*





Battlefields

The War of The Ring touches every part of Middle-earth, from trackless wilderness to the cities of Man. In this Playing the Game, we look at how to use your terrain collection to create the various locations around which your battles are fought.



Battles are fought in all the lands of Middle-earth, allowing your games to be set wherever you choose. From deep forests to ash wastes, verdant green fields and ruined cities – all of these and more can provide backdrops for you to fight against. Additionally, well chosen and interestingly placed terrain can turn any battle into a challenging game to play. In this Playing the Game, we present a collection of ideas for determining and placing the terrain used in Battle Games of your own devising.

◀ EXCITING BATTLEFIELD

Good use of the scenery in your collection will help contribute to an enjoyable game.

Modelling Workshops

If you have been making even some of the terrain from the Modelling Workshops in *Battle Games in Middle-earth*, you will now have a large resource to draw upon when creating your own battlefields. In addition to these, having multiple pieces of common terrain features, such as hills, woods, fences, hedges and the like, is a good idea. Because these items can be found anywhere in Middle-earth, it can be useful to have several of the same type of terrain to hand. Future Packs will continue to explore the world of Middle-earth, providing more Modelling Workshops, allowing you to expand your terrain collection further still.



▲ MODELLING WORKSHOPS

Each Pack of *Battle Games in Middle-earth* provides you with a new model you can add to your collection.



Creating a Battlefield

Your battlefields can be given a theme, similar to how your forces can be themed, by choosing terrain pieces that, logically, would be located together. With a little imagination, you can recreate almost anywhere in Middle-earth. Themed battlefields can be a great source of inspiration for creating your own story-based, narrative scenarios. Here we will look at some common battlefield themes, the terrain associated with them and possible scenario ideas.

*'An impassable
labyrinth of
razor-sharp rocks!'*

GIMLI™



Cities of Gondor

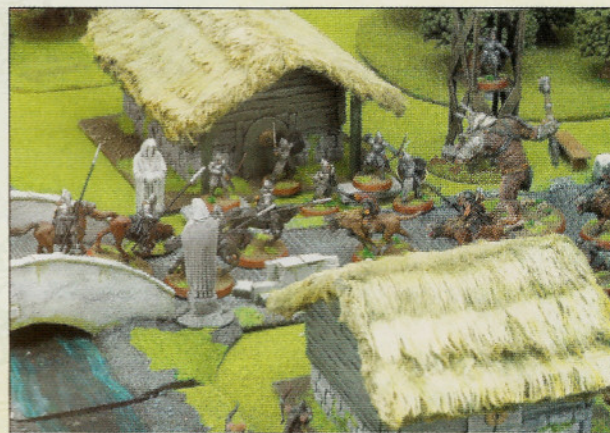
Your Osgiliath ruins and Gondor buildings provide plenty of scenery for a battlefield within any city of Gondor. Along with the roads and fountain, you could add trees and bushes to create a noble's villa and garden. Another alternative is to intersperse Orc tents amongst some ruins to make it look like the enemy's side of Osgiliath. Possible scenarios include rescuing a noble from his villa or raiding enemy territory to kill them while they sleep.

◀ URBAN GARDEN

These defenders of Minas Tirith find themselves cornered in one of the city's numerous parks.

The Riddermark

Much of Rohan is made up of open plains, but not all of it – copses, farmsteads and hills dot the land, along with forts and manors of the local lords. Such places are easy to create from your terrain collection – Meduseld could even pose as another Lord's manor. Most of these models can also be used to represent any rural community in Middle-earth, such as those within Gondor. Just avoid using obvious Rohan pieces, such as Meduseld, and add a few choice Gondor pieces.



◀ ROAD TO MINAS TIRITH

These reinforcements heading towards Minas Tirith have been intercepted in rural Gondor by a force of Orcs.

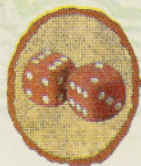


▶ THE FOREST OF LOTHLÓRIEN

Lurtz leads his Uruk-hai into the heart of the Elven forest in search of the Ringbearer.

Elven Forests

Lots of trees, tree platforms and the Elven Watchpost from Pack 36, along with hills and natural rock formations can be used to create a sylvan setting, such as Lothlórien or parts of Rivendell. Removing the Elven pieces leaves you with a forest that could represent anywhere, such as Fangorn or, with a few ruins added, Amon Hen. An interesting alternative scenario could be Lurtz leading his Uruk-hai into Lórien to attack The Fellowship, with Galadriel helping to guide the defence.



The Realms of Mordor

The Mordor modular terrain boards can be arranged in any number of ways. With the additions of some Orc tents and mine workings from Moria, you can create anything from a desolate plain to an Orc staging area – especially if you use Cirith Ungol as an Evil fort. Another possibility is to use a lot of your Osgiliath and Gondor pieces mixed up with Orc tents and mine workings to create Minas Morgul. If you add the Minas Tirith city walls, you can create an alternative siege scenario, with the Good force as the attackers.



◀ UNDER SIEGE

Aragorn leads the forces of Gondor against Minas Morgul, the stronghold of the Witch-king of Angmar.



The Depths of Moria

The Fellowship's wanderings through Moria could lead the heroes into a variety of different battlefields other than those presented in *The Lord of the Rings* films. For example, your modular terrain boards could be used to represent a rocky cavern floor and even the Osgiliath ruins could be used as destroyed Dwarven workshops. As well as scenarios fighting Goblins and Trolls in these new settings, what would happen if The Fellowship faced the Balrog somewhere other than at the Bridge of Khazad-dûm?

◀ TERRIBLE BEAST

Caught in the mines by the Balrog, The Fellowship has no means of escape and must face this insurmountable foe.

Other Locations

Even terrain that does not immediately fit into any of the locations illustrated can still be used to create a themed battlefield. For example, Weathertop could represent an old ruin from anywhere in Middle-earth, or the Osgiliath sewers could be used as Orc tunnels, dug under Minas Tirith by sappers in an effort to circumvent the walls – can the defenders hold the enemy back in such claustrophobic conditions?



◀ BENEATH THE STREETS

If Gandalf and the defenders of Minas Tirith cannot hold back Gothmog's invaders, the Orcs will be free to overrun the city from below.

Combining Sets

If you are able to join your collection of terrain with a friend's, then the possibilities for battlefields increases. For example, with several sets of Osgiliath ruins you can create densely packed rubble-strewn streets to fight in. Another advantage when joining forces with a friend is that you can each concentrate on your favourite themes to make scenery for. So, one could make the scenery for the cities of Gondor while another makes all the Moria terrain. Obviously, the more people that are involved the easier it becomes to build and collect scenery. One of the best places to do this is at a gaming club as described in Pack 57.



▲ POOLED RESOURCES

Ruins built using the same Modelling Workshop will all have a similar look even if made by different people.



Placing Scenery

The position of the terrain pieces on the board has a direct effect on the tactics and strategies you will use during the game, as they provide natural avenues of advance and cover. Because of this, it is a good idea to place scenery in as fair a manner as possible. This is especially important when playing a competitive game. There are a number of different ways in which you can place terrain for use in your Battle Games. Presented here are a few suggestions for you to try.



TOP TIP

When placing the terrain, it is generally a good idea to disperse it evenly around the battlefield. Avoid placing too much of it around the outside of the board as this may mean the terrain has little impact on the game. When placing rivers or roads, bear in mind that they usually extend to the edges of the board – this may mean moving other scenery a little to accommodate. Finally, no matter what method you use, try to place the scenery as logically as possible, so that the battlefield you create looks appropriate to Middle-earth.

► TAKING TURNS

Adam and Ben alternate placing a piece of scenery until they are both happy with the set-up.



'We must reach the woods of Lothlórien'

ARAGORN™

One Player

With the first method, one player sets up all the scenery chosen for that game and then the other player decides which side he will deploy his forces on. Since their opponent gets to choose the side with the best advantage, the player setting up the scenery is encouraged to be fair and balanced. The other advantage of this method is that one player can set up the playing area while waiting for the other to arrive.

◀ CHOOSING SIDES

In this game, Adam has placed the scenery ahead of time, so Ben can choose which side he would like when he arrives.

Two Players

Another way in which you can place scenery, while remaining impartial, is for each player to take turns placing a single piece of scenery. Once all the terrain has been placed, randomly determine which side the Good player deploys on, with the Evil player deploying opposite. This method is popular amongst those who play competitive games, as it allows both players to have some influence on what scenery is used and where it is placed. However, it does take slightly longer to set up with this method.



PLAYING THE GAME

Random Roll

Another method to determine which scenery is used and where it is placed is to use the random roll method. First, decide if you are going to have an urban or a rural battlefield, then divide your board into a rough grid of 30cm/12" squares. Then roll two dice once on the appropriate Scenery table for each square and apply the results. This method of placing terrain takes the most time but it can provide some interesting results.

*'The world
has grown full
of peril.'*

GALADRIEL™

URBAN SCENERY TABLE

Roll two dice on the table.

DICE	RESULT
2	Do not place any scenery in this square
3-4	Any scenery piece chosen by the Good player
5-6	A small building or ruin
7	A long road or wall
8-9	A large building or ruin
10	A tower, keep or fort
11	Roll twice on this table and apply both results to the same square
12	Roll on the Rural Scenery table

RURAL SCENERY TABLE

Roll two dice on the table.

DICE	RESULT
2	Do not place any scenery in this square
3-4	Any scenery piece chosen by the Evil player
5-6	A small hill or rocky outcrop
7	Roll a dice and add 1 to the result, giving you a number between 2 and 7. You may place this many small pieces of terrain, such as hedges or rocks, on the board
8-9	A large hill or rocky outcrop
10	An area of woodland
11	A river or pool
12	Roll on the Urban Scenery table

Re-Rolls

It is entirely possible that if you use these tables, a situation will arise where you will not be able to use the scenery item you have rolled. This could be due to not having an appropriate piece of scenery, having already placed such a piece and not having another, or the piece not fitting onto the table due to its size or shape. If this happens, there are a number of solutions. You could find another piece of scenery that will perform a similar function, decide not to place any scenery in that square, or re-roll until you achieve a result that you have an appropriate model for.

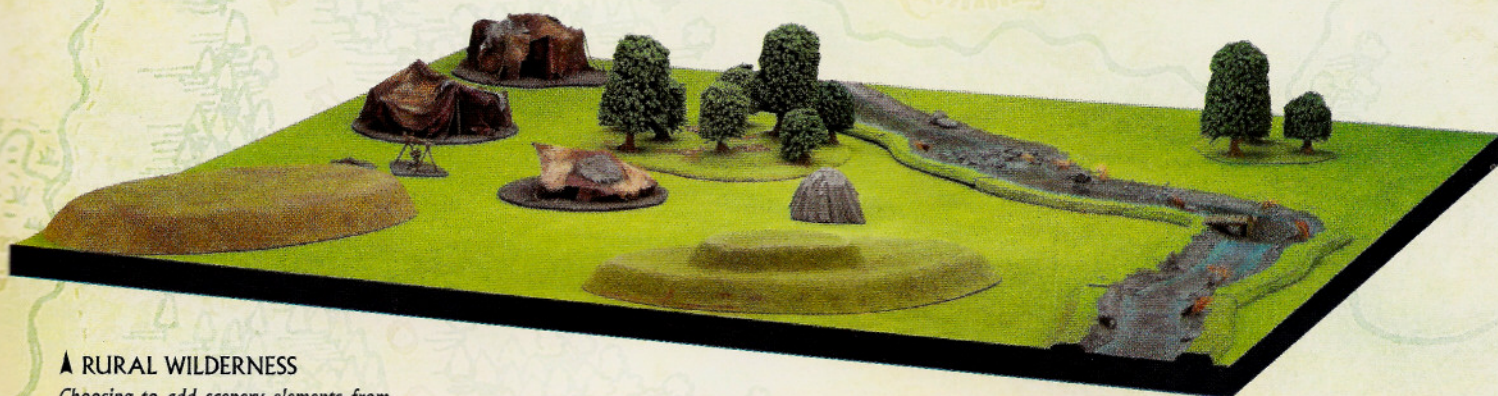
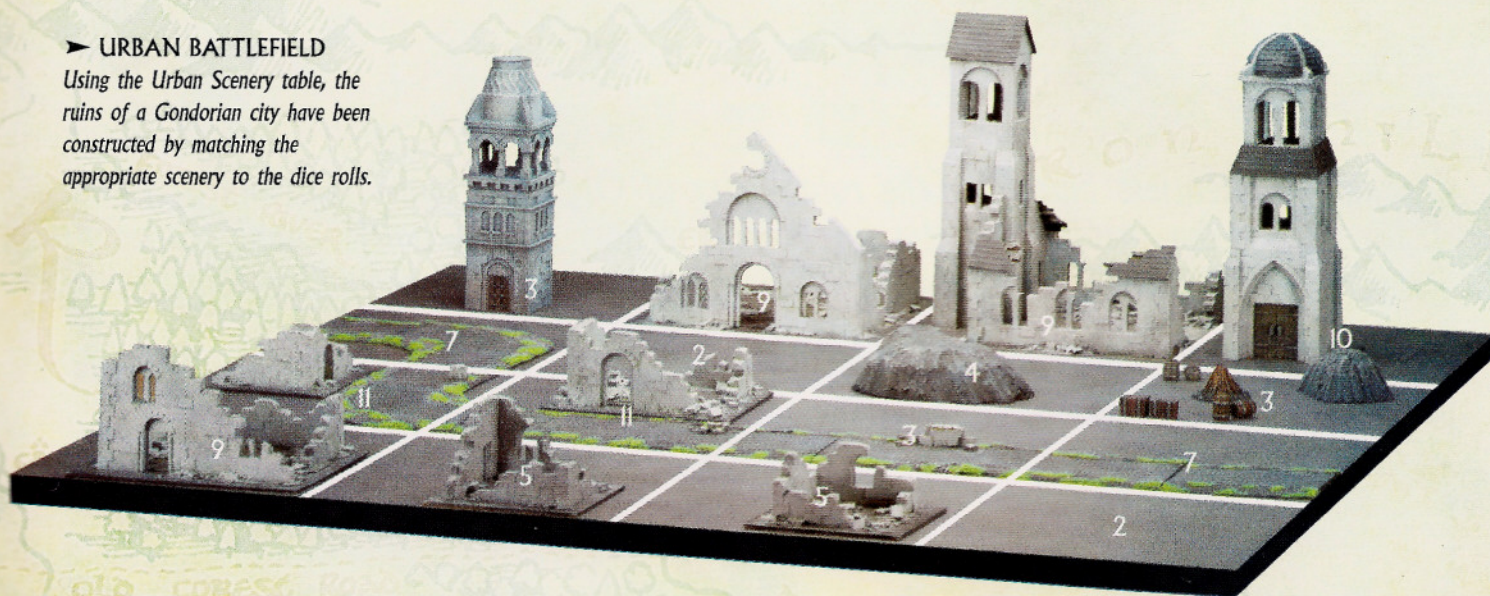
Rivers and Roads

When placing rivers and roads using these tables, it will obviously look strange if they abruptly start and end within the space of one square. To avoid this, when placing a river or road, it must pass through the square for which you are rolling, but should enter and exit the play area by any appropriate board edge.



► URBAN BATTLEFIELD

Using the Urban Scenery table, the ruins of a Gondorian city have been constructed by matching the appropriate scenery to the dice rolls.



▲ RURAL WILDERNESS

Choosing to add scenery elements from this Pack's Modelling Workshop gives this board the appearance of being in Orc-controlled territory.

NEXT PACK...

In next Pack's Playing the Game, we present the first part of 'The Lord of the Rings' campaign. This campaign will allow you to follow the entire story of *The Lord of the Rings* and enable you to recreate it with a series of linked Battle Games. The first part will follow the fortunes of Frodo and the other Hobbits as they set out on their epic journey.



◀ FELLOWSHIP OF NINE

The heroes of Middle-earth set out on their quest to destroy The Ring.



Rescue the Prisoners

During the relentless battle for the ruined city of Osgiliath, many Warriors of Minas Tirith were taken prisoner by the forces of Mordor. In this Battle Game, Faramir's Rangers try valiantly to rescue some of these poor souls from their Orc captors.



During the dark days leading up to the siege of Minas Tirith, the lands between Mordor and Gondor became a constant battleground. The forces of Gondor struggled to hold back the constant attacks of their enemies. As the Orcs pressed further and further into the cities, the Warriors of Minas Tirith found their positions overrun and were cut off from any aid. Often this would spell a quick and brutal death for the defenders, as the merciless Orcs put them to the sword. However, sometimes the Evil forces would take prisoners, condemning the Men to a fate worse than death.

In this Battle Game, Faramir leads a small group of Rangers into lands held by Mordor, attempting a daring rescue. The Rangers must tread carefully and move with stealth if they are to succeed against the hordes of Orcs that claim these lands as their own.

◀ DARING RAID

Faramir leads his Rangers deep into enemy territory on a desperate rescue mission.

THE COMBATANTS

For this battle the Good player will need Faramir and the 12 card figure Rangers from Pack 26. In addition, he will need eight Warriors of Minas Tirith armed with either spears and shields or swords and shields to represent the prisoners. The Evil player will need the Orc Captain miniature included with this Pack as well as the 36 Mordor Orc miniatures and card figures included in previous packs. He will also require the Orc Banner Bearer model.







▶ BATTLE CAPTAINS

Bold and cunning leaders are essential to an army's success.



BASE PROFILES

							Move			
Faramir Ranger of Gondor	5/3+	4	5	2	2	5	14cm/6"	3	2	2
Warrior of Minas Tirith	4/3+	3	4	1	1	3	14cm/6"	-	-	-
Mordor Orc Captain	3/1-	3	5	1	1	3	14cm/6"	-	-	-
Mordor Orc	4/1-	4	5	2	2	3	14cm/6"	2	1	1
Mordor Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-

NB. All models are armed and armoured as depicted on the model, with the exception of the Warriors of Minas Tirith, which count as unarmed. Models with a shield add 1 point to their Defence, again with the exception of the Warriors of Minas Tirith.

The Gaming Area

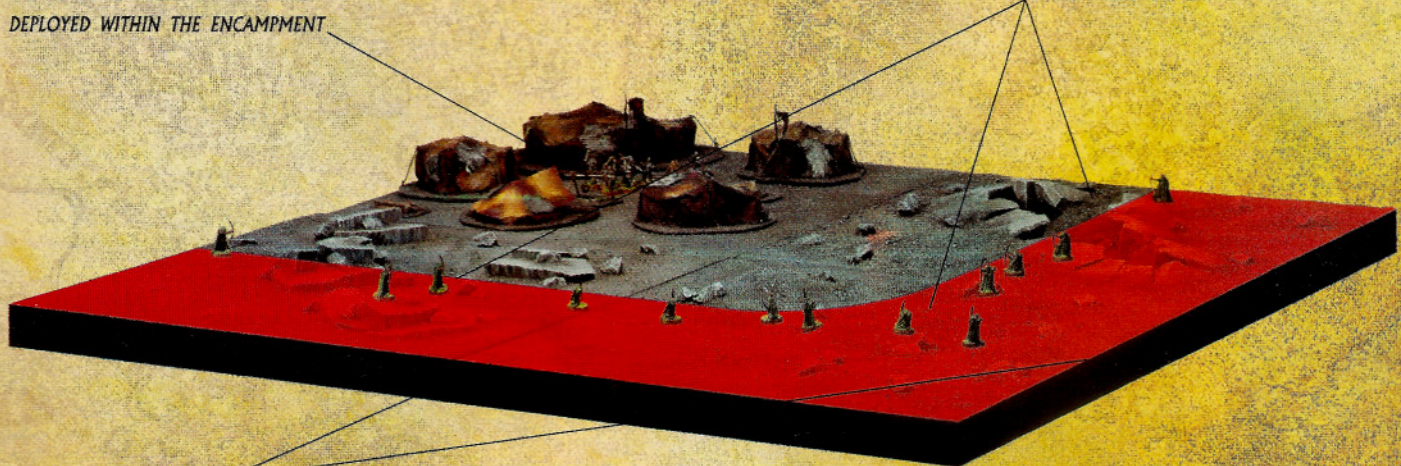
This game uses the four modular Mordor terrain tiles from Pack 44 to create a 120cm/4' square board. Set up the Orc tents from this Pack's Modelling Workshop on one of the terrain tiles.

Starting Positions

The Evil player sets up his four Orc sentries (see the Special Scenario Rules) and eight prisoners on the terrain tile containing the camp. The forces of Good are deployed anywhere on the board that is at least 30cm/12" from the edge of the tile containing the camp. The outer edges of the board opposite the camp mark the escape area for the prisoners.

THE PRISONERS AND SENTRIES ARE
DEPLOYED WITHIN THE ENCAMPMENT

THE RANGERS DEPLOY 30CM/12"
AWAY FROM THE CAMP



THE PRISONERS MUST ESCAPE
OFF THESE BOARD EDGES



Special Scenario Rules

Orc Sentries

At the start of deployment, the Evil player chooses four of his Orc models (not including the Orc Captain or Orc Banner Bearer) to act as sentries. These models are then deployed within 10cm/4" of the prisoners. Until the alarm is raised, as detailed below, the Evil player must make a single Courage test for all the sentries at the start of each Evil Move phase. If the test is failed, then the Orcs cannot be moved. If the test is passed, then each of the sentries may be moved up to 10cm/4" in any direction. Until the alarm is raised, the Orcs cannot shoot or move into combat. If engaged in combat, the Orc sentries will fight as normal.



◀ **EVIL GUARDIANS**
Passing the Courage test, the Evil player moves his Orc sentry closer to the Rangers.



◀ SILENT DEATH

The Rangers quietly kill one of the sentries without alerting his fellows.

Raising the Alarm

The Rangers are approaching the Orc camp with stealth, hoping to get as close as possible before raising the alarm. The alarm will be raised if, at the start of the Evil player's Move phase, a Good model is within 14cm/6" of a sentry. The alarm is also raised as soon as the prisoners move from their starting position, or a Ranger shoots an Orc and fails to kill it. Once the alarm has been raised, the sentries can move and fight normally. In addition, at the start of the turn after the alarm is raised, the Orc Captain and Orc Banner Bearer accompanied by between one and six Orcs, will emerge from the tents – roll a dice to see how many Orcs there are. These models can

move onto the board from any of the tent entrances, and may charge into combat in the turn they arrive. The Evil player continues to roll a dice at the start of each turn to determine how many more Orcs emerge, until all of his Orcs have arrived.



➤ ALARM!

Once the alarm has been raised, the Evil player rolls a dice at the start of each turn to see how many Orcs emerge from the tents.



The Prisoners

The prisoners have been herded together in the centre of the camp to await their fate. Tired and confused, they may only move if Faramir or a Ranger is within 14cm/6" of them at the start of the Good player's Move phase. The Orcs cannot attack the prisoners until they have moved from their starting position. The prisoners can charge into combat, provided they are allowed to move, but will count as unarmed and thus you must deduct 1 from all their rolls to win Fights. The 'unarmed' Special Scenario Rule is detailed fully in Pack 50's Playing the Game. The prisoners must try to move off the far board edge as shown on the deployment map.



◀ BREAK FOR FREEDOM

With one of the Rangers showing the way, the prisoners make for the board edge.

➤ UNARMED

The prisoner equals the dice roll of the Orc, but loses the Fight because he is unarmed.



'There are no travellers in this land, only servants of the Dark Tower.'

FARAMIR™

WINNING THE GAME

To win this game, the forces of Good must get the prisoners to safety, while the bloodthirsty Orcs attempt to stop them.

- The Good player must move at least half the prisoners off the designated board edges to win.
- If more than half the prisoners are killed, or all the Rangers and Faramir are killed, the Evil force wins.

➤ COVERT WARRIOR

As a Ranger, Faramir is trained in stealth and guerrilla warfare.



GOOD TACTICS

Protect the Prisoners

As the Good player, your main priority in this Battle Game is to get the prisoners out of the Orc camp. This means that once they begin their flight toward the table edge you will need to protect them from the hordes of Orcs emerging from the tents. Use your Rangers to block off avenues of attack to the prisoners as they are better in combat than their unarmed comrades. You can also afford to sacrifice more of them without losing the game.



▲ BODYGUARD

The Rangers move to protect the prisoners from the Mordor Orcs.



▲ GIVING COVER

Rangers hang back to cover the prisoners' retreat.

Fire Support

One of the biggest advantages for the Good player in this scenario is that all of his Rangers are armed with bows. This, combined with the Rangers' good shooting skills, means that you can lay down a withering hail of arrows if required. When sneaking into the Orc camp, you could try holding a few of your Rangers back and setting them up at a good vantage point to shoot at the tent entrances. When the Orcs begin to arrive, these Rangers will be able to start thinning out the Orc numbers, while the Rangers already in the camp can concentrate on rescuing the prisoners. Well-placed Rangers giving covering fire will also be able to pick off any Orcs blocking the prisoners' escape off the table.





EVIL TACTICS

Guard the Prisoners

The Evil force must ensure that the prisoners do not escape, even if this means killing them. Once the alarm has been raised, it may not be best to attack with all your Orcs straight away. Holding some of your warriors back, close to the prisoners, will make it all the more difficult for the Good side to slip past your defences. You could try positioning your Orcs so that their control zones overlap, thus forcing the prisoners to charge into combat to escape. Having Orcs close to the prisoners will also mean that, when they do make their bid for freedom, you will have models well placed to try to kill them.



▲ GUARD DUTY

The Orcs stay close to the prisoners to prevent their escape during the attack.



Kill the Prisoners

The easiest way for the Evil player to secure victory is to kill at least half of the prisoners. Even though your Orcs cannot attack the prisoners until they have moved, you can make sure your models are well placed to be able to engage them when they do. While you will still need to deal with the Rangers, given the choice it is a good idea to attack a prisoner whenever possible.

◀ PUT THEM TO DEATH!

Rather than charge the Rangers, the Orcs instead attack the fleeing prisoners in an effort to kill more than half of them.





Orc Captain

The Captains that lead the Orc hordes of Mordor into battle are stronger, bolder and more ruthless than their comrades, protected by furs and pieces of scavenged armour and wielding rusty but effective weaponry.



Wherever there are Orcs, there will be those among them who have risen to positions of authority through a mixture of cunning, viciousness and sheer brute strength. Even by Orcish standards, Captains are brutal, vindictive and thoroughly evil.

In this Painting Workshop, we will show you how to paint your Orc Captain model, included with this Pack. Most of the model is painted in a similar manner to your other Orcs. However, due to the Captain's status as an important leader, it is worth taking a bit more time over him by, for instance, adding additional layers when highlighting. We will also present you with an alternative method for painting ancient armour, using a variation on the highlighting techniques you have learned in previous Packs.

◀ VICIOUS LEADERS

The Orcish hordes are spurred on to even greater acts of savagery by their barbaric Captains.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
SCORCHED BROWN
SHADOW GREY
ELF FLESH
FORTRESS GREY
BESTIAL BROWN
BLEACHED BONE
CODEX GREY

BUBONIC BROWN
DARK FLESH
BRAZEN BRASS
CHAINMAIL
BLACK INK
BROWN INK
GRAVEYARD EARTH
BLOOD RED

VERMIN BROWN
SKULL WHITE

Mixing Paints:

Most of the colours used on this model are mixed from two or more Citadel Colour paints. By using mixed colours rather than those straight from the pot, you can achieve a far greater range and subtlety of colour variation on your models.



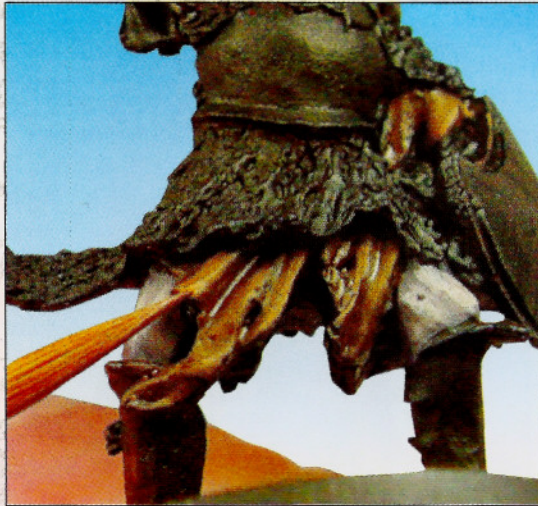
1 Pale Skin

Begin by undercoating the miniature with Chaos Black paint or spray. The pale, sickly skin tone of the Orc Captain is achieved through careful mixing. Apply a base colour mixed from equal parts Scorched Brown, Shadow Grey and Elf Flesh. Highlight the skin with a series of layers, adding increasing amounts of Elf Flesh to each. Once the mix consists of approximately twice as much Elf Flesh as the other colours, add Fortress Grey for any further highlighting.



◀ The skin is painted using a similar technique to that used on Gothmog from Pack 56's Painting Workshop, but with a different palette of colours.

► The warm brown of the cloth will contrast with the cool hue used to paint the miniature's skin.



2 Ragged Clothes

For the small cloth areas visible below the Captain's furs and armour, begin with a base colour of Scorched Brown. Apply a wash of Brown ink to provide shading, then reset the base colour. To highlight the cloth areas, build up a series of layers, adding progressively greater amounts of Bestial Brown. For the final highlights, add a little Bleached Bone to the mix.

3 Furs

As well as ragged scraps of cloth, the Captain is clad in the fur of a ferocious beast. Begin by applying a base colour mixed from equal parts Scorched Brown, Chaos Black and Codex Grey. Taking care to avoid straying onto any of the areas you have already painted, begin by dry-brushing the furs with a mix of Scorched Brown and Bubonic Brown. Add increasing amounts of Fortress Grey for a series of lighter dry-brushes, then finish with a dry-brush of Fortress Grey alone.



► Using a relatively small brush for dry-brushing the fur will allow you to avoid the areas you have already painted.



▲ The next step will be to paint your Captain's armour.



4 Tarnished Armour

The armour on this Captain is painted differently from that on the Orcs you have painted previously, using a variation on the layering technique rather than a series of dry-brushes. This way, you will be able to achieve a streaky, tarnished appearance, while also highlighting the raised areas. Begin by mixing equal amounts of Scorched Brown, Dark Flesh and Brazen Brass and apply this to all the metal areas on the miniature. After this, apply highlights to the prominent areas using Brazen Brass. However, rather than following the shape of the armour, go against the sculpted curves, applying the highlights in a series of streaks perpendicular to the curved edges of the armour as shown.

If you vary the amount of pressure used to apply the paint, you will be able to alter the thickness of the streaks. Start at the edges of the armour plates then reduce the amount of pressure as you draw the brush across the plate, making the highlights wider – and therefore more prominent – at the edges.



◀ The mix of paints used for the base colour will give the armour a reddish hue.



▶ A strong highlight on the edge of the axe blade will give it a wickedly sharp appearance.



◀ Making the streaks wider on the raised areas of the stomach plate will help emphasise its curved shape.

*'To the city! Kill all
in your path!'*

GOTHMOG™



Once you have applied the first layer of highlights, you can add further layers, first with a mix of Brazen Brass and Chainmail, then finally with just Chainmail, making the streaks thinner with each progressive layer, allowing those you have already painted to show through. Finally, apply a wash using a thinned-down mix of Brown and Black inks to bring the colour back to a dull brown.

◀ The final wash will provide deep shading and darken the overall colour of the armour.



▲ All that now remains to be painted are a few finishing details.

5 Additional Details

Paint the Captain's boots and gloves with Scorched Brown, then highlight them with Scorched Brown mixed with a little Fortress Grey. The straps can be painted with a mix of Scorched Brown and Graveyard Earth, then highlighted using Graveyard Earth. Paint the axe handle with a mix of Scorched Brown and Bestial Brown, then apply a layer of Bestial Brown, leaving the base colour visible at the points where the handle meets the head of the axe and the Captain's hand. Finally, pick out his teeth using Bleached Bone.



◀ The different shades of brown will distinguish the glove from the axe handle and straps.



► Since you are painting a crudely rendered Orc symbol, do not worry about being too precise when painting the Red Eye.

6 Shield Emblem

The Red Eye of Sauron adorning your Captain's shield is painted in a similar way to that on the Orc Standard from Pack 42, and Shagrat's tunic from Pack 49. Mix equal amounts of Blood Red and Vermin Brown and use this to paint the eye emblem.

Alternative Approaches

Orcs of the White Hand

Orc Captains are not only in the employ of Mordor. A number of Orcs can be found in the service of Saruman the White during the War of The Ring, fighting alongside the Uruk-hai. You may therefore wish to replace the Red Eye on your Captain's shield with the White Hand of Saruman. This is a fairly simple device to paint, using a variation on the method used for the hand on Lurtz's face in Pack 5. Using Skull White, paint the palm of the hand first, then add fingers extending outwards.



► The Orcs featured in Pack 55 bore the White Hand on their shields to proclaim their allegiance to Saruman.



▲ Your Captain is now ready to lead his Orcish hordes on the field of battle.

Orc Encampment

In great camps strewn across the plains of Mordor, Sauron's forces wait for their evil master to call them to battle. In this Modelling Workshop, you will learn how to create an Orc encampment for use in your Battle Games.



The Orcs of Middle-earth have been summoned to Mordor in their thousands to serve the Dark Lord. Beneath the watchful Eye of Sauron they wait – camped in great hordes, preparing for the time when they will march to war. Orcs live only for battle and slaughter, caring for little else. They wear ragged clothing and are content to live in filthy tents made from hides and pelts. An Orc camp is a place of chaos and disorder, weapons, armour and cooking pots scattered around crude campfires, while the brutish inhabitants brawl and eat, biding their time for battle.

In this Pack's Modelling Workshop, we will show you how to create Orc tents and campsite terrain. These crude dwellings make a great focus for a scenario, such as the 'Rescue the Prisoners' Battle Game presented in this Pack. Alternatively, they can be used to add variety to your Mordor battlefield.

◀ GATHERING EVIL

Sauron's Orc warriors await their master's call to war.

YOU WILL NEED

Modelling Essentials

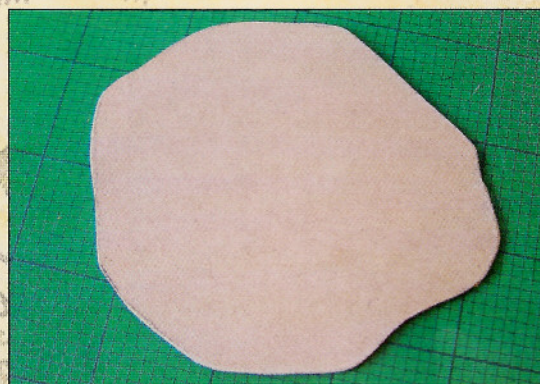
In addition to the usual Modelling Essentials detailed in Pack 35, you will need:

HARDBOARD
JUNIOR HACKSAW
WOODEN BARBECUE SKEWERS
PIN VICE
SAND
PAPER TOWEL

SCISSORS
PAPER
SYNTHETIC FUR FABRIC
STRING
STICKS AND TWIGS
CHAOS BLACK, RED GORE,
TERRACOTTA, BESTIAL BROWN,
BLEACHED BONE AND
CODEX GREY ACRYLIC PAINTS

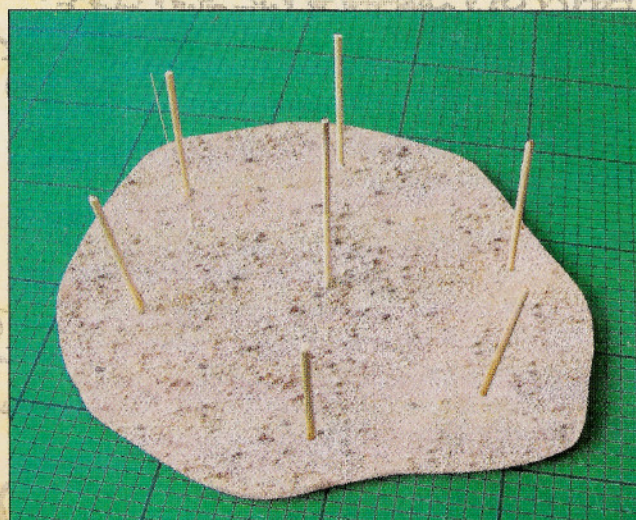
1 The Base

Firstly, you will need to create a solid base to build your tent on. Mark a rough circle onto a piece of hardboard the size you want to make your tent. For an average tent a circle about 14cm/6" in diameter is a good size. When drawing the circle onto the hardboard, making it a bit irregular in shape will add to the model's final appearance. Cut out the base and then use sandpaper to smooth its edges.



◀ HARDBOARD BASE

The base of the tent is a rough circle cut from hardboard.



▲ TENT POLES

Wooden barbecue skewers attached to the base create the poles that will hold up the tent's canvas covering and give it its final shape.

2 Tent Poles

The next step is to create the tent poles that will hold up the tent's canvas covering. These are made from wooden barbecue skewers. You will need six poles, each between 3cm/1¼" and 5cm/2" in length – a variety of lengths will be important to the final look of the tent. These six tent poles will form a ring around the edge of the base. You will also need to create a seventh pole 7cm/3" in length for the middle of the tent.

Mark out the position of the tent poles on the base, leaving a gap between them and the outer edge. Using a pin vice, drill holes through each of these marks, making each hole about as big as the diameter of the barbecue skewers you are using. Glue the tent poles into position. As they are drying you can position them at slight angles to the base, this will make the tent appear haphazardly built and more natural when the canvas is added later. Finally, glue sand onto the base. This is important, as once the canvas is in place you will not be able to reach inside the tent.

3 Tent Canvas

The canvas will cover the tent poles to give the model its final shape. It is created by cutting out a piece of paper towel large enough to cover the tent poles and touch the base. The piece of towel needs to be slightly larger than the area of the tent, so that there will be a certain amount of sag between the poles, giving the canvas a more natural appearance. Before placing the canvas, you will need to make a tent flap. Cut a line, a little taller than an Orc figure, from the edge of the canvas toward the centre. Once this is done, you will need to soak the towel in an equal parts mix of PVA glue and water. While it is still wet, drape the towel over the tent poles, smoothing it into place and peeling open the tent flap. Leave it to dry thoroughly.



◀ POSITIONING THE CANVAS

When soaked in a PVA water mix, the paper towel is easy to drape over the tent poles.

► SIMPLE TENT

With the canvas in place, the basic tent is ready for additional details.





▲ MAKING PELTS

Fur material cut into the shape of the letter 'I' will serve as an animal pelt.

► SUPPORT ROPES

Loop the string around the stakes as well as the tops of the tent poles to make the model more sturdy.



4 Hides, Pelts and Support Ropes

Once the canvas has dried you can add some pelts and hides to the outside of the tent. To create the hides, cut out small pieces of paper into rough, circular shapes. Scrunch the shapes up and flatten them out again to crease the paper. Make half a dozen of these and then stick them onto the canvas using PVA glue. They should only cover some of the outside of the tent and can overlap each other if you wish. Placed randomly, they will give the tent a patchwork appearance.

Next, use some fur fabric to make some pelts. Cut these roughly into the shape of the letter 'I' as shown to resemble an animal skin. Glue the pelts to the canvas in the same way as the hides. Once the hides and pelts have dried into place, use PVA glue and a paintbrush to rough up the pelts, so that the fur will become spiky and coarse.

As a final detail for the tent, you can make some support ropes. Cut some short lengths of wooden barbecue skewers to use as stakes. Glue the stakes around the outside of the tent's base, each next to a tent pole. Using a short piece of string, connect the top of the tent pole to the stake.

5 Painting the Tent

Paint or spray the tent with Chaos Black. The colour scheme uses tones similar to those used on your Orcs, matching it both to these Evil warriors and the dark brooding landscape of Mordor. The parts of the canvas that are showing through the hides and pelts can be dry-brushed with Red Gore. The hides are then dry-brushed first with Terracotta, then Bestial Brown and finally Bleached Bone. The pelts and the base can be dry-brushed Codex Grey followed by Fortress Grey. Dry-brushing the base in this way will allow the tents to fit in with your modular Mordor boards. Finally you can paint the support ropes, stakes and any visible tent poles with Bestial Brown.

► DARK COLOURS

The tent is now complete, and its colours complement your Orc forces.



6 Additional Campsite Details

In addition to the tents, there are a variety of other details you can make, such as campfires, cooking pots and piles of firewood. Here are a few examples of Orc campsite details to position around your Mordor encampment.



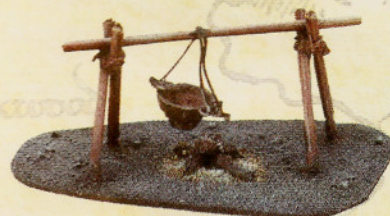
◀ CAMPFIRES

This simple campfire is made using small twigs on a card base. A circle of small pebbles has then been added to create a fire pit.



◀ FIREWOOD

Simply placing some small bits of wood and painting them appropriately makes this pile of logs.



▲ HANGING POT

A twig frame can be made to suspend a pot over a fire.

➤ FIRESIDE UTENSILS

Cooking pots can be created using one half of an Uruk-hai bomb.



7 Captain's Tent

Once you have created a few Orc tents, you might like to create a larger tent, worthy of an Orc Captain. The Captain's tent is simply a larger version of the other Orc tents and is built in the same way. The only things you will need to alter are the size of the tent's base and the number of poles. To emphasise the importance of this tent you could also place a banner beside the entrance. Use a wooden barbecue skewer topped with a piece of bent metal wire to create the banner pole. The banner itself is made from a piece of paper, like those from Pack 40's Painting Workshop. Alternatively, you could use one of the sticky banners from that same Pack.



◀ CAPTAIN'S DWELLING

The Captain's tent is larger and more impressive than that of the regular Orc warriors.

8 Alternative Tents

When you have mastered the techniques for creating Orc tents, you can experiment with different kinds. Try varying the position of the tent poles and where the canvas is placed to create a variety of styles.

➤ DIFFERENT TENTS

By varying the techniques used, you can create a whole range of different tents for your encampment.



IN YOUR NEXT GAMING PACK...

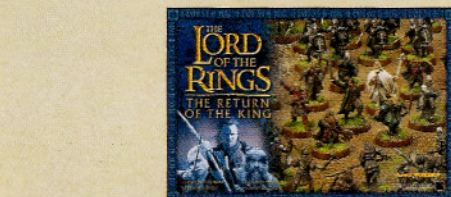
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