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Guide to Middle-earth 1

Learn of the bravery of Faramir, and how the rash orders of his father nearly sentenced him to death.



Playing the Game 2-7

Presenting our latest campaign, 'The Fellowship of The Ring', in which you can replay the events of the first movie in *The Lord of the Rings* trilogy.



Battle Game 8-13

Faramir has been ordered by his father to retake Osgiliath no matter the cost. Can you keep Faramir alive in this city full of danger?



Painting Workshop 14-15

Paint your metal Faramir miniature, using new techniques to embellish his Gondorian uniform.



Modelling Workshop 16-21

Create a set of intact Gondorian buildings that, along with your ruins, will complete your Osgiliath terrain.

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The Fate of Faramir™

Displeased with Faramir's failure at Osgiliath, Denethor orders his youngest son to retake the city at all costs, condemning him to a suicide mission. Loyal and brave, Faramir accepts his fate and leads his men back toward the ruined city.

*'Your father has
turned to madness!
Do not throw away
your life so rashly!'*

GANDALF™

In this Pack's Playing the Game, we present the beginning of our exciting 'The Lord of the Rings' campaign, allowing you to play out the whole of the Ringbearer's perilous journey, and choose the path he will take on his quest to defeat the Dark Lord and destroy The One Ring. In the Battle Game, Faramir leads the doomed charge to retake Osgiliath and must try to survive the terrible results. In the Painting Workshop you will learn how to paint your model of Faramir in armour, building on techniques presented in previous Packs. Finally, in the Modelling Workshop, we present a step-by-step guide to creating Gondorian buildings.

Gothmog's Orc legions are firmly in control of Osgiliath, having driven the defenders out of the city and back across the Pelennor Fields to Minas Tirith. This Mordor victory means that Sauron's forces now have a solid foothold on the west bank of the Anduin and stand within striking distance of the Gondorian capital itself. Incensed by the loss of the strategically vital city, Denethor blames Faramir for the disaster. Desperate to prove his loyalty and his love for his father, the young Captain accepts the order to lead his small band of warriors to try to retake Osgiliath from the Orcs. As Faramir prepares to leave Minas Tirith, perhaps for the last time, Gandalf tries to reason with him, knowing full well the folly of such an attack. However, Faramir launches his hopeless assault, charging toward the waiting spears and arrows of the massive Orc army.

*'Where does
my allegiance lie,
if not here?'*

FARAMIR™



▲ DOOMED CAPTAIN

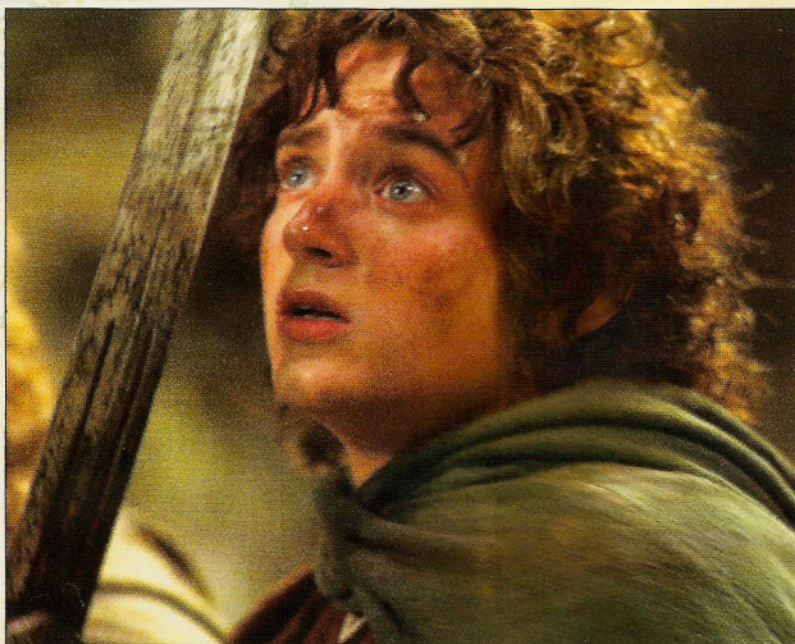
*In a futile charge, Faramir returns
to the fallen city of Osgiliath.*





The Lord of the Rings™

The Lord of the Rings is an epic adventure, following the exploits of mighty warriors and terrible villains. In this epic campaign, you can retell this story through your Battle Games, making choices that will lead you to victory or defeat!



Battle Games in Middle-earth allows you to follow the incredible journey of The Fellowship recreating their exciting encounters from the films. 'The Lord of the Rings' campaign is a series of linked scenarios, following the story all the way from the Shire to Mordor over a number of Packs. It will also allow the players to decide the path the story will take. The result of each game can affect which scenario will be played next and even which Heroes will take part. Will it be Aragorn or Gandalf that saves the Hobbits at Weathertop? Will Frodo be strong enough to bear The Ring, or will you choose Bilbo for the task? The campaign continues next Pack, giving you the opportunity to choose your own Fellowship of The Ring.

◀ THE FATE OF MIDDLE-EARTH

The 'Lord of the Rings' campaign recreates the perilous journey of the Ringbearer.

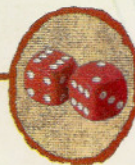
Campaigns

In previous Packs of *Battle Games in Middle-earth*, we presented rules for playing campaign games. A campaign is essentially a series of linked games played in a particular order. 'The Lord of the Rings' campaign differs slightly in that the outcome of each game will determine which scenario in the series will be played next. At various points in the campaign, both the Good and Evil player will need to make decisions as to the Heroes they want to use. This means that, in some scenarios, the combatants might be changed to include or replace certain characters.



▲ LINKED GAMES

The simplest kind of campaign is a series of linked games played one after another, such as the Moria campaign detailed in Pack 22.



Playing 'The Lord of the Rings'

Presented on the following pages is the first part of 'The Lord of the Rings' campaign, detailing the Ringbearer's journey from the Shire to Amon Hen. Future Packs will cover the events of the rest of *The Fellowship of The Ring*, *The Two Towers* and *The Return of the King*. This section can be played either as a campaign by itself or as the first part of a larger campaign spanning all three films.

'The Lord of the Rings' campaign uses scenarios included in previous and future Packs of *Battle Games in Middle-earth*. These Battle Games are presented in the order in which they will be played, subject to the outcome of the previous game. After you have played each battle, you will need to determine what effect the result will have on your campaign. The Result chart will tell you which Battle Game to play next, as well as any changes that need to be made to that scenario.



▲ THE ROAD GOES EVER ON

This Pack presents just the first part of The Fellowship's journey through Middle-earth.

CAMPAIGN SPECIAL RULES

DEATH OF A HERO TABLE

DICE RESULT

- | | |
|-----|---|
| 1 | The Hero is dead and may take no further part in the campaign. |
| 2-5 | The Hero has been badly wounded, but is still alive. He begins the next game with no Fate points. In the case of Heroes who have no Fate to begin with, they must begin the next game with only a single wound. |
| 6 | The Hero makes a full recovery and begins the game as normal. |

Losing a Hero

If a Hero is killed during a scenario, they may still be able to continue the campaign. It is possible they may just have been wounded or knocked unconscious rather than actually killed. To represent this, after any game in which a Hero has been killed, roll once for them on the 'Death of a Hero' table on the left.

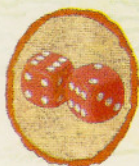
The Results

Each scenario has a Result chart, which will tell you how the outcome of the Battle Game will affect the campaign. Using the Result chart, simply determine whether the Good side or Evil side is the victor and then apply the results to the campaign. Sometimes there will be a choice involved as part of the results of a battle – in this case, either the Good player or the Evil player will be required to make a decision before the start of the next game.

The overall winner of the campaign is determined when one player achieves the objectives, right.

WINNING THE CAMPAIGN

- The Good side wins if the Ringbearer reaches the end of the campaign section without dying (i.e. rolling a 1 on the 'Death of a Hero' table).
- The Evil side wins if the Ringbearer is killed (i.e. rolls a 1 on the 'Death of a Hero' table before the end of the campaign section).



Flight to the Ferry

With The One Ring in his keeping, Frodo sets out for Bree and his rendezvous with Gandalf. However, the Enemy is already hot on his trail and the young Hobbit must try to outwit and outrun his pursuers – the terrifying Ringwraiths!



Entrusted with The Ring, Frodo must leave the sanctuary of the Shire and begin the dangerous journey to Rivendell. Although Sam, Merry and Pippin accompany him, Frodo must bear the weight of The Ring alone and hope that he can avoid the attention of the agents of Sauron. Travelling in secret, they make for the village of Bree for a meeting with Gandalf. However, the eye of the Enemy is almost upon them and Sauron's dread servants, the Nazgûl, have sensed the presence of The Ring. Hunted by the Ringwraiths, the Hobbits must flee to the Buckleberry Ferry and the far side of the Brandywine River if they are to have any hope of survival.

◀ DEADLY CHASE

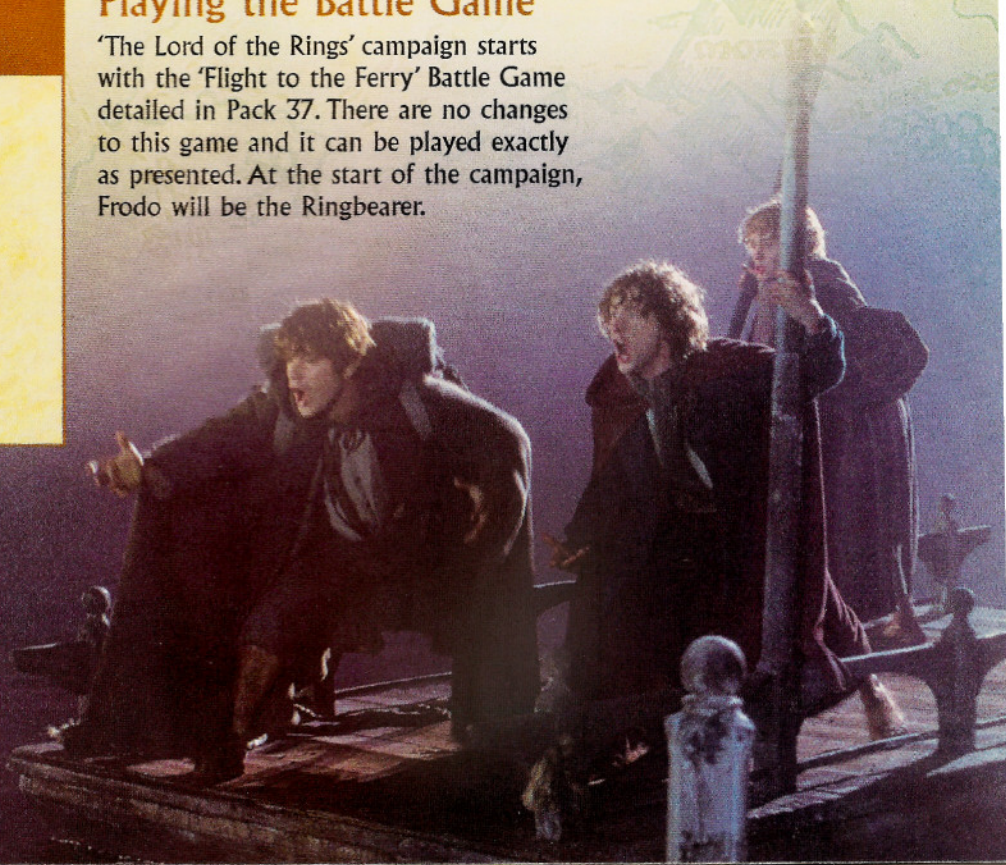
Frodo and his companions run for their lives from the terrible Nazgûl.

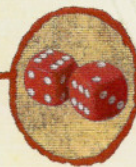
RESULT

- If the Good side wins or draws, play the 'Escape from Bree' Battle Game. Before playing this scenario, the Good player must choose a Good Hero to meet the Hobbits, as detailed later.
- If the Evil side wins, play the 'Escape from Orthanc' Battle Game.

Playing the Battle Game

'The Lord of the Rings' campaign starts with the 'Flight to the Ferry' Battle Game detailed in Pack 37. There are no changes to this game and it can be played exactly as presented. At the start of the campaign, Frodo will be the Ringbearer.





Escape from Orthanc™

As Frodo begins his journey, Gandalf travels to Isengard seeking the counsel of his old friend Saruman. However, Saruman has fallen under the thrall of Sauron and betrays Gandalf, imprisoning him atop the tower of Orthanc to await his fate.



Learning the true nature of Bilbo's magic ring, Gandalf rides to Isengard to consult Saruman, head of the Order of Wizards. Gandalf quickly realises, however, that his former friend has succumbed to Sauron's power, his mind warped by the malign influence of the Palantir. Subdued by sorcery, Gandalf finds himself held prisoner high above Isengard. Facing certain death at the hands of Saruman, Gandalf summons aid in the form of the majestic eagle Gwaihir.

◀ IMPRISONED!

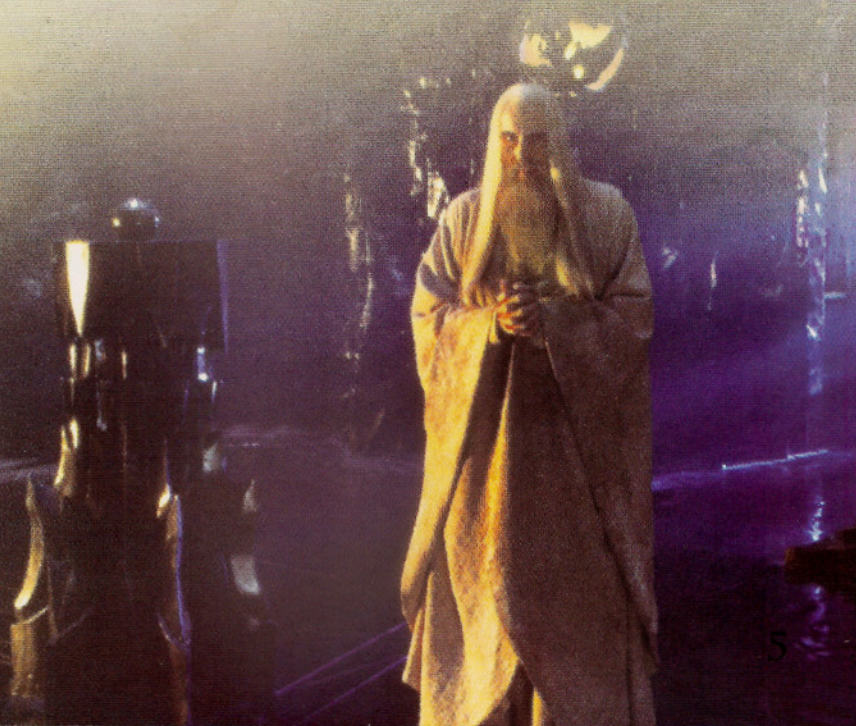
Gandalf is held prisoner high atop the Tower of Orthanc.

RESULT

- If the Good side wins, play the 'Escape from Bree' Battle Game. Before playing this scenario, the Good player must choose a Good Hero to meet the Hobbits as detailed later.
- If the Evil side wins or draws, play the 'Escape from Bree' Battle Game. Before playing this scenario the Evil player must choose a Good Hero to meet the Hobbits, as detailed later.

Playing the Battle Game

'Escape from Orthanc' is detailed in Pack 54. There are no changes to this game and it can be played exactly as presented.



Escape from Bree™

Arriving at Bree, Frodo and the Hobbits make their way to the Prancing Pony inn, expecting to meet Gandalf, unaware that he has been waylaid. Instead, the mysterious Strider comes to their aid, helping them escape their terrible hunters.



Having arrived at the inn of the Prancing Pony, Frodo and his companions await the arrival of Gandalf. However, the old Wizard does not appear, leaving them in a dangerous predicament. Fortunately Aragorn, or Strider as he is known in Bree, is there to help them escape the relentless pursuit of the Ringwraiths.

What would have happened if Gandalf had managed to reach Bree in time to aid the Hobbits? What if Arwen or Elrond had come in his stead?

◀ HUNTED

The Hobbits must attempt to escape the village of Bree, with the Ringwraiths in pursuit.

Playing the Battle Game

The 'Escape from Bree' Battle Game will be presented in Pack 61. Depending on who won the previous game, the combatants for this scenario may change.

- If the Good side won 'Flight to the Ferry', then the Good player may choose to use Aragorn in this battle as normal, or replace him with Gandalf, Arwen or Elrond.
- Likewise, if the Good player won 'Escape from Orthanc', then he may choose to use Aragorn in this battle as normal, or replace him with Arwen or Elrond.
- If the Evil player won 'Escape from Orthanc', then he may choose which Hero the Good player must use in this scenario from Aragorn, Arwen or Elrond. Other than the option to replace Aragorn, this Battle Game is played as normal.

NB. The rules for Arwen will be presented next Pack in the 'Council of Elrond' Playing the Game.

RESULT

- If the Good side wins or draws, play the 'Attack at Weathertop' Battle Game. If the Good or Evil player replaced Aragorn in 'Escape from Bree' then the replacement Hero must be used in 'Attack at Weathertop' as well.
- If the Evil side wins, play the 'Attack at Weathertop' Battle Game. If Aragorn was replaced in 'Escape from Bree' then the replacement Hero must be used in 'Attack at Weathertop' as well. In addition, due to the Heroes being harried out of the village, all the Good Heroes will begin the next Battle Game with 1 less point of Might.



Attack at Weathertop™

After leaving Bree, the Hobbits and Aragorn rest at the ruined watchtower of Amon Sûl. During the long, dark night, shadowy figures descend upon the Ringbearer and his companions – Ringwraiths, relentlessly seeking The Ring!



After narrowly escaping from the village of Bree, the Hobbits and Aragorn continue on the road to Rivendell. Travelling with stealth and speed, they are all aware of the creatures that still hound their every step. Taking refuge at Weathertop, they try to get some much needed rest. However, during the night, the Witch-king and four of the Ringwraiths attack. Only the bravery and quick reactions of Aragorn sees these dire creatures off, but not before Frodo is gravely wounded by a Morgul blade. Will your Hero be able to defend the Hobbits and see the Ringbearer safely to Rivendell, or will the Nazgûl be victorious?

◀ CAPTURE THE RING

The Nazgûl close in on the beleaguered Ringbearer.

Playing the Battle Game

The 'Attack at Weathertop' Battle Game was presented in Pack 37. If in the previous scenario, 'Escape from Bree', Aragorn was replaced by another Hero, then this same replacement Hero must be used instead of Aragorn in 'Attack at Weathertop'. If the Evil player won 'Escape from Bree' then all Good Heroes begin this scenario with 1 less point of Might.

RESULT

- If the Good side wins, proceed to 'The Council of Elrond' (next Pack).
- If the Evil side wins or draws, proceed to 'The Council of Elrond'. In addition the Evil player chooses one of the Good Heroes to be affected by 'The Shadow of The Ring' special rule (this rule has no immediate effect and will be detailed in next Pack's Playing the Game).





The Doomed Charge

Although Faramir knows the folly of his father's command to reclaim Osgiliath, as a loyal and true servant of Gondor he will do his best to see it done. In this Battle Game, we follow the fortunes of Faramir as he charges toward the doomed city.



Denethor's order to liberate Osgiliath is based upon the city's strategic importance, but is clouded by his contempt for Faramir's perceived failure. Instead of consolidating the defences of Minas Tirith and preparing for the coming siege, Denethor commands his remaining son to take a force of Knights and, as his beloved Boromir had done before, drive the Orcs from the city. Faramir can see how unwise this course of action is but will not defy his Steward and father. Knowing he faces a foe vastly outnumbering his own forces, he readies his men for this doomed mission.

In this Battle Game, Faramir must desperately try to kill as many Orcs as he can before his forces are overwhelmed by a more numerous foe. This game is not fairly balanced – the Evil side has a distinct advantage over the Forces of Good. This is deliberate and will present a different kind of gaming challenge.

◀ DESPERATE FIGHTING

Massively outnumbered, Faramir clashes with Orcs in the outskirts of Osgiliath.

THE COMBATANTS

For this Game, the Good player will require the mounted Faramir miniature from Pack 43, along with the Knight of Minas Tirith Banner Bearer and the five card Knights of Minas Tirith from Pack 55. In addition, you will need the model of Faramir in armour from this Pack, the Warrior of Minas Tirith Banner Bearer from Pack 34, and five Warriors of Minas Tirith. These will be used to represent your troops when they dismount from their horses. The Evil Player will need all of the plastic Mordor Orc miniatures included with previous Packs of *Battle Games in Middle-earth*, along with an Orc Captain equipped with a hand weapon and shield.



▲ HERO OF GONDOR

An unmounted, armoured Faramir miniature is included with this Pack.



▲ EVIL LEADER

The Orc Captain, included with Pack 59, is suitably equipped for use in this Battle Game.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Faramir	5/3+	4	6	2	2	5	14cm/6"	3	2	2
Knight of Minas Tirith	3/-	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Orc Captain	4/5+	4	6	2	2	3	14cm/6"	2	1	1
Orc Warrior	3/-	3	4 (5)	1	1	2	14cm/6"	-	-	-

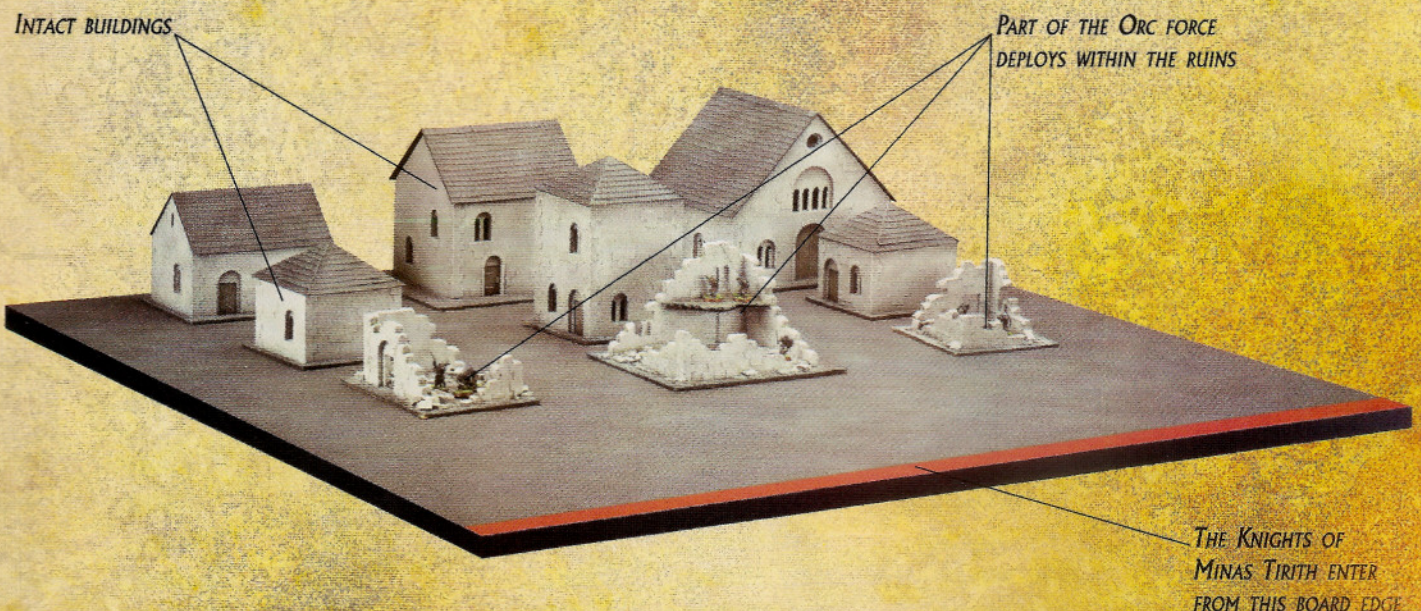
NB. Models are armed and armoured as shown on the model. Remember that Orcs with shields add 1 point to their Defence value.

The Gaming Area

The game takes place on a 120cm/4' square board. Place two rows of three buildings from this Pack's Modelling Workshop on one side of the board, with three of the Osgiliath ruins from Pack 33 in front of these as shown. The area beyond the ruins should be left clear.

Starting Positions

Faramir and the Knights of Minas Tirith move on from the board edge furthest from the buildings at the beginning of the first turn. Roll a dice for each of the ruins and place this number of Orcs, armed with any combination of weapons, anywhere within that ruin. The rest of the Orcs will enter play later in the game as described in the Concealed Threat special scenario rule on page 10.





BATTLE GAME

Special Scenario Rules

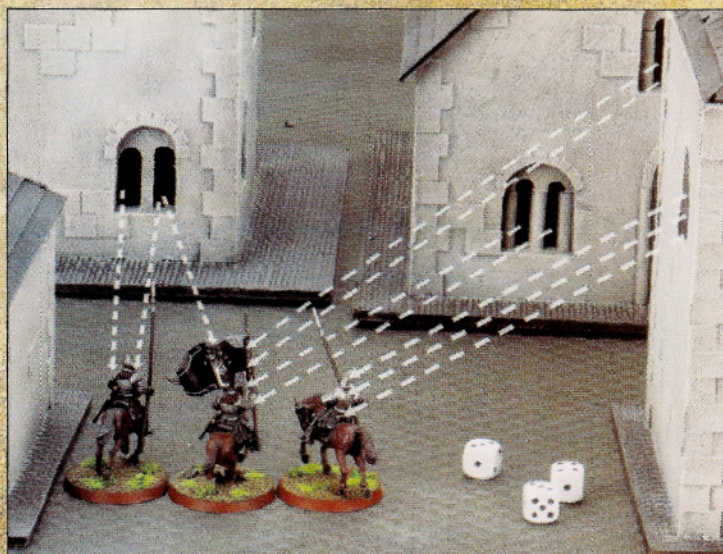
Concealed Threat

In addition to those Orcs lurking within the ruins on the outskirts of Osgiliath, the other buildings conceal more, lying in wait for Faramir and his troops. To represent this, once any good model moves into base contact with an intact building, roll a dice and add 1 to the result. This is the number of Orcs in the building. The Evil player may then place this number of Orcs, armed however he wishes, anywhere in the building. Any models not currently in play may be used. Once placed on the board, the Orcs move, shoot and fight as normal.



◀ LURKING MINIONS

As the Knight moves into contact with the building, the Evil player rolls a 3, revealing four Orcs in the building.



Hail of Arrows

As Faramir and his Knights charge towards Osgiliath, they are exposed to a barrage of arrows from the Orcs concealed within the buildings. To represent these shots, each intact building that contains unrevealed Orcs may fire a number of shots, equal to the roll of a dice, in the Evil player's shoot phase. The normal rules for line of sight apply – the Evil player may take the full number of shots rolled as long as line of sight can be drawn from any door or window to the intended target. Shots are worked out in the same way as an Orc firing an Orc bow.

◀ HIDDEN ARCHERS

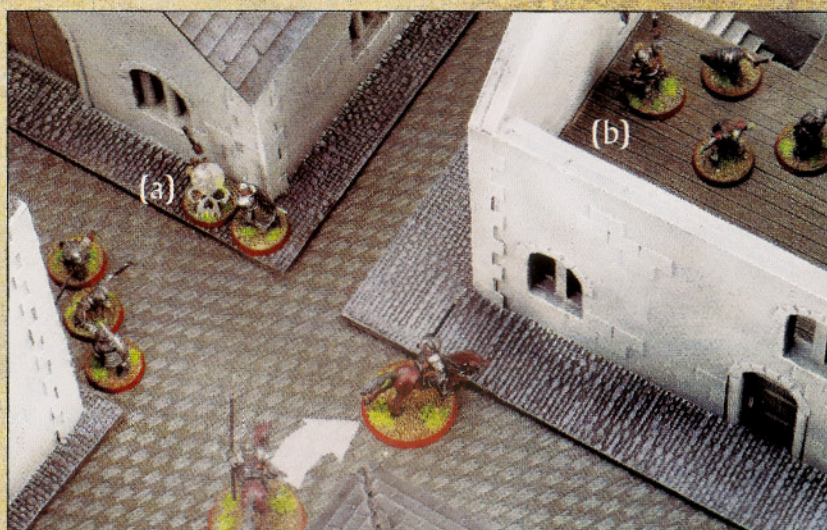
The Evil player can draw lines of sight to Faramir's Knights from the windows of three buildings. Rolling a dice for each building, the Evil player totals ten shots at the Gondorians.

Captains of Evil

Leaving their minions to guard the outlying regions, the Orc Captains in Osgiliath occupy the buildings deeper within the city. When placing Orcs in the three buildings furthest from the Good table edge, the Evil player may include an Orc Captain as one of their number. However, only a single Captain can be in play at any one time.

➤ REUSED CAPTAIN

The Captain from building (a) is killed by Faramir. In the following turn, one of the Knights moves into contact with building (b), and the Evil player is able to deploy another Captain among the Orcs.



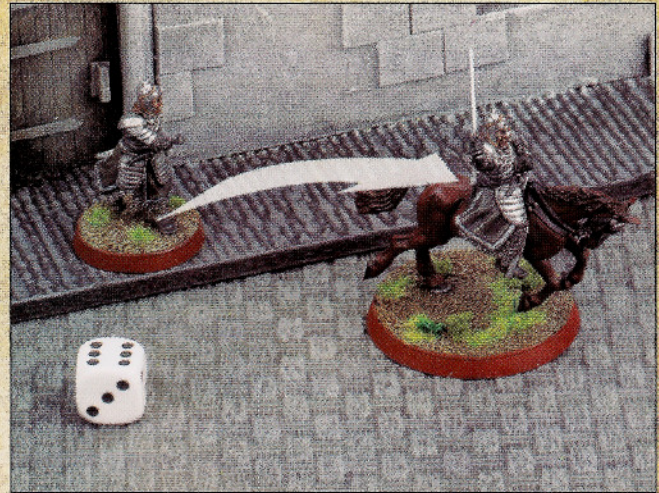


Horses and Buildings

Faramir and his men may not enter the buildings while they are mounted, as the doorways are too small for their horses to pass through. Remember that mounting or dismounting will cost them half their movement as described in the cavalry rules, featured in Pack 14's Playing the Game.

▶ LEAPING INTO THE SADDLE

Faramir moves out of the building and rolls a 6 for the Jump test to mount his horse, allowing him to continue his movement on horseback.



Because horses are too large to fit through doorways, if a mounted model charges an Orc defending a doorway and manages to kill it, the mounted warrior will not be able to move into the space previously occupied by the slain model, as would normally happen. This means that, in order to effectively clear a building of Orcs, it is likely that Faramir and his warriors will have to dismount from their horses.



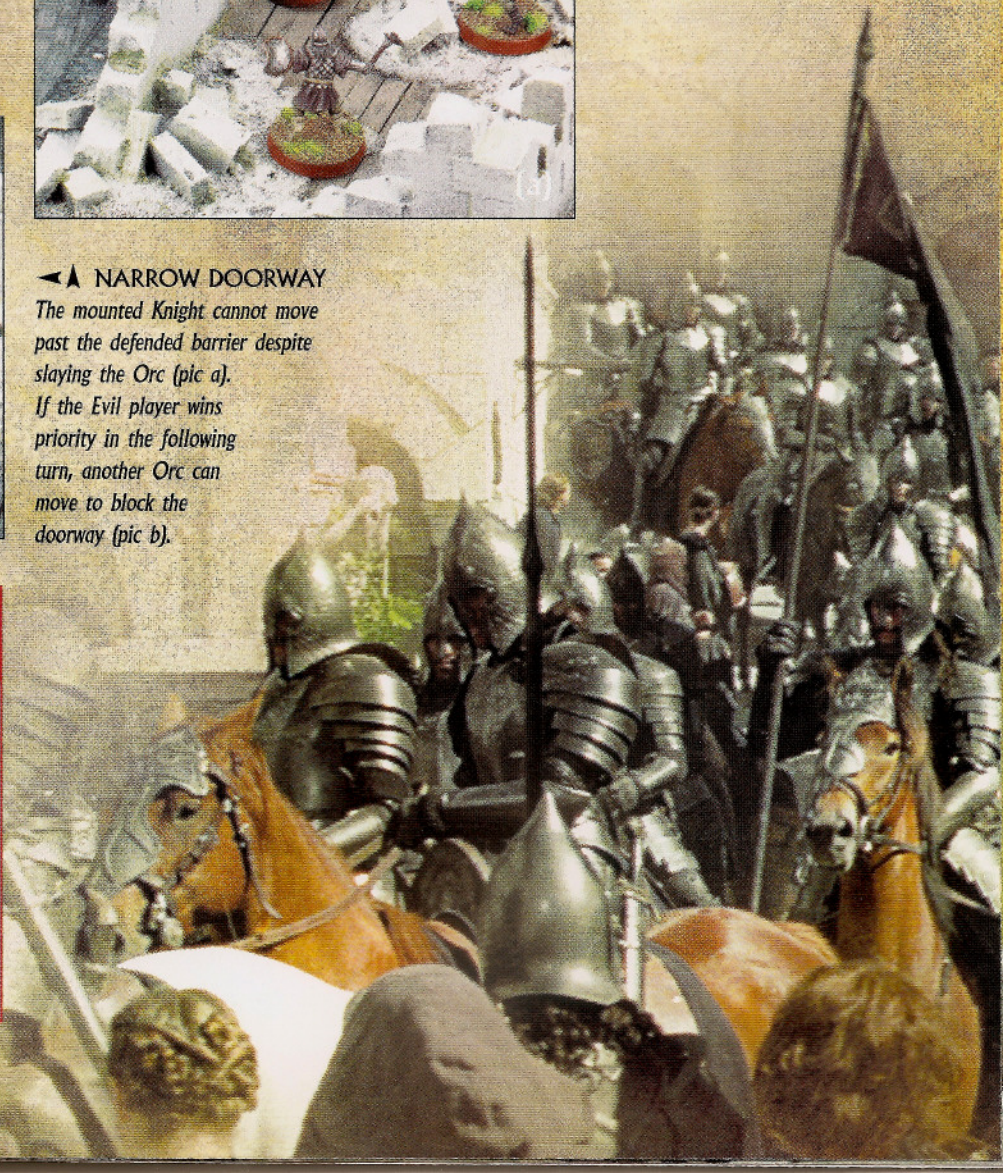
◀▲ NARROW DOORWAY

The mounted Knight cannot move past the defended barrier despite slaying the Orc (pic a).

If the Evil player wins priority in the following turn, another Orc can move to block the doorway (pic b).

WINNING THE GAME

The game continues until all the Good player's models are killed. The Good player wins if, by the time this happens, they have managed to kill all the Orcs from the ruins, and at least 15 Orcs from the intact buildings. If the Good side has failed to meet these criteria by the time they all are wiped out, the Evil player wins.





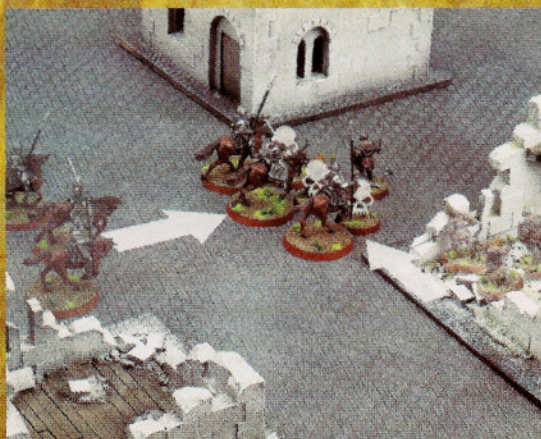
BATTLE GAME

GOOD TACTICS

In this game, your goal is to kill as many Orcs as you can before your small force is wiped out. This allows you to take risks that you normally would not, in order to inflict more casualties on the enemy. However, you need to make sure that these risks do not result in all your troops being killed before you fulfil your victory conditions. For this reason, it is best to save any desperate gambles until you have nearly achieved your objectives – it can be worthwhile putting your last remaining warriors in a hopeless situation as long as it means you will kill enough Orcs to secure a win.

► INTERCEPTED!

A group of Orcs attempts to move from the ruins to the building behind them, but are hit with the full force of the Knights' charge.



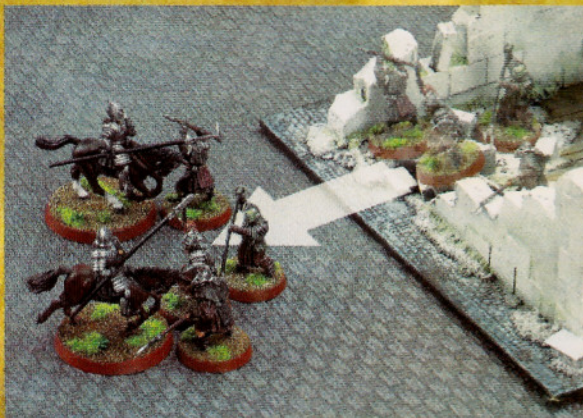
▲ DESPERATE GAMBLE

Having only one Knight left alive and needing to kill two more Orcs, the Good player declares a charge in the hope of inflicting enough casualties to secure victory.

Remember that as cavalry, both Faramir and the Knights accompanying him are far more effective at charging when mounted. However, the enemy's Orcs are dug into the buildings on the outskirts of Osgiliath, meaning that you will probably have to dismount if you are to kill enough to fulfil your victory conditions. Try to take advantage of any situation where the Orcs are in the open rather than ensconced in the buildings, such as if your opponent attempts to redeploy his troops during the course of the game.



EVIL TACTICS



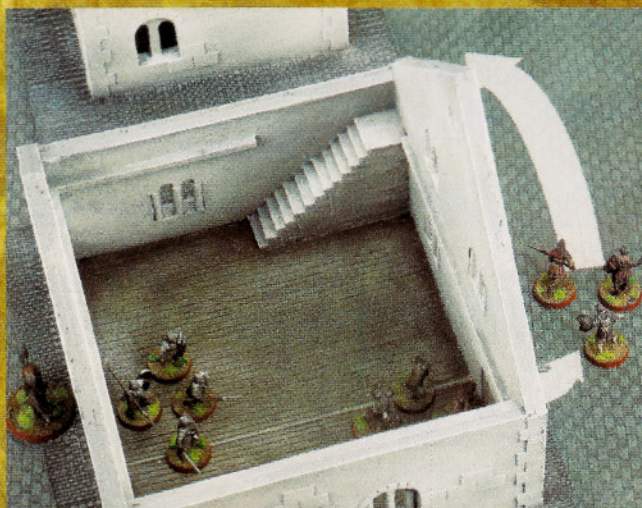
▲ DELAYING TACTICS

Advancing out of the ruins, the Orcs charge into the Knights, delaying their advance and denying them the advantage of charging.

An important thing to remember is that you have the opportunity to bring far superior numbers to bear on the Good player's forces. However, if you surrender the initiative to the Good player, your Orcs will only enter play a few at a time, allowing the Good player to pick off your forces at their leisure. One way to avoid this is to consolidate your various groups of Orcs into a larger force. This will hopefully allow you to overwhelm the Knights with sheer weight of numbers.

➤ TACTICAL RETREAT

The newly-revealed Orcs exit the building by the back door, and head towards the adjacent building, to be reinforced by more Orcs if the Knights pursue them.



Something that will help you greatly in this game is slowing down the Knights and killing as many of them as you can in the early stages of the game – if they never make it to the buildings, they will not be able to fulfil their victory conditions. One way of doing this is to bring some of the Orcs out of the ruins to try to hold up the Knights as far away from the buildings as possible, leaving them out in the open and therefore vulnerable to missile fire. Bear in mind that your Orcs could be killed off more quickly due to the Knights' advantages for being on horseback. However, if it works, you can delay the Knights enough to gain an extra turn's worth of shooting. Bear in mind too that the Knights will lose their advantages of being mounted if you can charge them first.



Captain Faramir™

This Painting Workshop shows you how to paint your model of Faramir, suited in the finest armour Gondor can provide and ready for the coming battle. Faramir's armour is finely crafted and edged in intricate patterns.



Always shadowed by his elder brother's mighty achievements, Faramir is on a constant quest to prove his loyalty and bravery to his unloving father, leading daring ambushes and desperate attacks with no regard for his own safety.

This Painting Workshop builds on the techniques used to paint your mounted Faramir model from Pack 43. Here we make this Lord of Gondor even more striking by adding small, extra details to his clothing and armour. If you wish, you can also go back and add the same details to the earlier model.

◀ LOYAL SON

Faramir prepares himself to ride out against the hordes of Mordor.

PAINTING ESSENTIALS

PAINTS REQUIRED

BOLTGUN METAL
BLACK INK
BLUE INK
CHAIN MAIL
MITHRIL SILVER
SHINING GOLD
CODEX GREY
CHAOS BLACK
BUBONIC BROWN

DWARF FLESH
FLESH WASH
BLEACHED BONE
SCORCHED BROWN
ELF FLESH
ROTTING FLESH
VERMIN BROWN
SKULL WHITE

Starting Point:

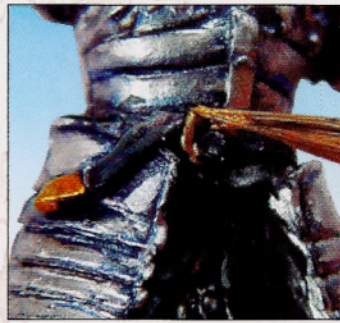
Begin by painting Faramir's armour, clothing, flesh and hair as described in Pack 43's Painting Workshop. Once you have done this, your Faramir model will be ready for you to add extra detail using the techniques in this Painting Workshop.





1 Buckles and Scabbard

The extra detail on the buckles and scabbard is painted with Shining Gold. By applying the Shining Gold straight over the Silver base colour it will gain a cleaner, brighter and well-maintained look. You can make it even shinier with a coat of gloss varnish. The scabbard is painted Chaos Black and then highlighted first with Scorched Brown, then with a mix of equal parts Scorched Brown and Elf Flesh for the edges.



◀ Adding varnish to the gold on the buckles and scabbard will further enhance the well-kept, polished look.



➤ A fine, straight line of a lighter colour applied to the edges creates a simple and effective highlight.

TOP TIP

When painting fine details such as patterns on clothes and armour, it is a good idea to paint the design on paper using the same colours, so that you can practise and get an idea of how it will look.



▲ Painting the Chaos Black pattern as a solid block of colour makes it easier to work on when applying the Mithril Silver details to it.

◀ Do not worry about going over the black and losing the pattern as you can neaten it up later.

2 Helmet details

Faramir's helmet is covered in beautifully crafted, embossed patterns. It is not necessary to follow the design from the movie exactly but having a little amount of detail on it will give a hint of this fine work. To start with, you need to paint the basic shape of the patterns in Chaos Black. Make sure that you do this carefully and take your time so as to make it as neat as possible. Once this is done you will need to fill in the shape using Mithril Silver. Take care to leave a thin edge of Chaos Black as a border to the silver details to help define the pattern.



3 Tunic pattern

Creating the knot pattern on Faramir's tunic is quite straightforward. Carefully paint a wavy line of Rotting Flesh all around the edge of Faramir's tunic – this is one side of the pattern. Once you have done this, paint another wavy line on top, facing the other way as shown, to create the interlocking knot effect of the pattern. When this is finished you can use Chaos Black to neaten up the lines and make sure they are the same thickness.



➤ Keeping the design of your pattern simple and neat produces a striking finish on the model.

◀ Use a fine detail brush when painting the wavy lines – its fine point is ideal for such thin details.



▲ Your Faramir model is now finished with intricate detail, befitting of a Captain of Gondor.



Gondorian™ Buildings

The Kingdom of Gondor is an ancient and cultured realm of Men that has long endured the terrible rigours of plague and war. The Gondorian cities and fortresses have weathered the endless storm of time, standing proudly throughout the ages.



For hundreds of years, Gondor prospered under a line of Kings and Stewards, during which time great cities and fortresses were built. This golden age saw the founding of mighty settlements, such as Minas Tirith – constructed of gleaming white stone above the Pelennor Fields. During The War of The Ring, Gondor was under constant attack from Sauron's forces and many of the Kingdom's cities were invaded by hordes of Orcs. The once pristine towers and buildings of Gondor had become a bloody battleground between Good and Evil. In this Pack's Modelling Workshop, we build on the techniques presented in previous Packs to create a set of Gondorian buildings.

◀ THE WHITE CITY
Faramir rides out to defend the homes of the citizens of Gondor.

YOU WILL NEED

5MM/¼" FOAM CARD
HARDBOARD
TEXTURED WALLPAPER
BALSA WOOD SHEET
SQUARE BALSA WOOD ROD
CARDBOARD

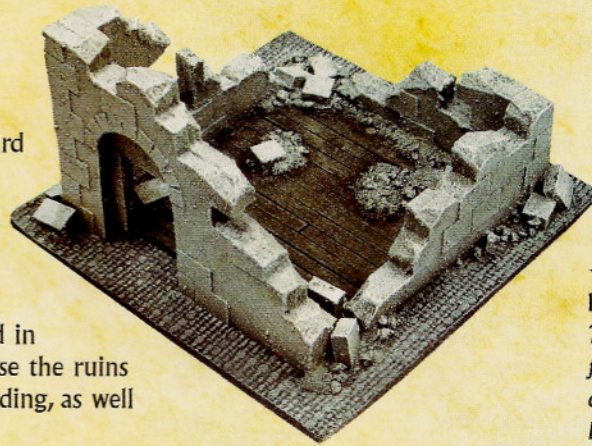
5MM/¼" DOWEL
BLACK TEXTURED PAINT
CHAOS BLACK,
GRAVEYARD EARTH,
KOMMANDO KHAKI,
CODEx GREY, SKULL WHITE AND
BLEACHED BONE ACRYLIC PAINTS



RECAP

Osgiliath Ruins

In Pack 33's Modelling Workshop, we presented a step-by-step guide to creating ruined buildings from foam card on hardboard bases. These Gondorian buildings use much of the same materials and techniques in their construction, adding such additional details as doors, second floors and roofs. If you like, your Gondorian buildings can be undamaged versions of the ruins you created in Pack 33. If you choose to do this, you can use the ruins as a guide to the size and shape of each building, as well as for placing doors and windows.

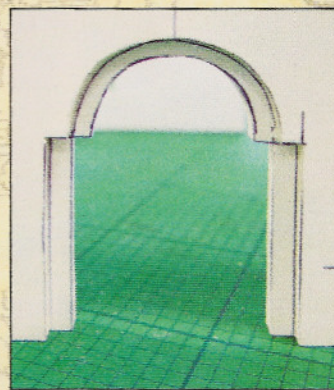
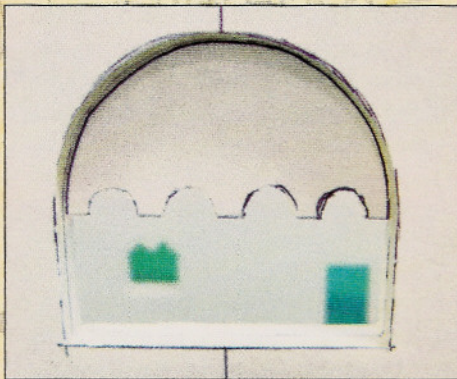


◀ GONDORIAN RUINS

The Osgiliath ruins form the basis for creating Gondorian buildings.

*'I have seen
the White City,
long ago.'*

ARAGORN™



◀ ▲ ARCHED WINDOWS AND DOORS

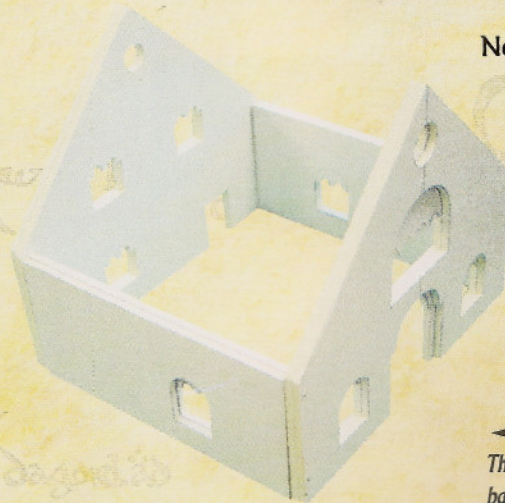
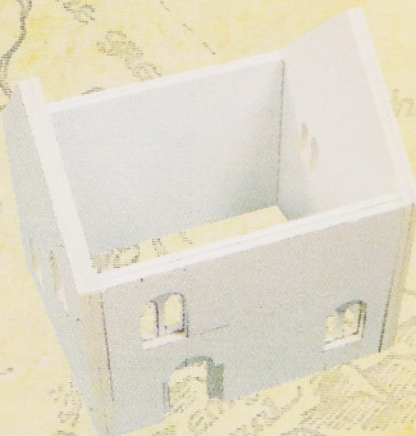
Following the guide from Pack 33's Modelling Workshop, you can create windows and doors to match those of your ruins.

1 Preparing the Walls

The first step is to create four foam card walls that will be used to create the main structure of your Gondorian building. Like the walls you made for your ruined buildings in Pack 33, each of these walls will need to be made from two sheets of 5mm 1/4" thick foam card. Using two sheets of foam card will give the walls an appropriate thickness as well as allowing you to create recesses, called architraves, for your doors and windows by cutting out overlying shapes.

You can choose to make your walls as large or as small as you like, their length and height determining the overall size of your building. If you want your building to have a peaked roof, two of the walls will need identical triangular gables at their tops.

Next, create any doors or windows as shown in Pack 33, before gluing the two pieces of each wall together. Once you have made your four walls, fit them together.



◀ COMPLETED WALLS

The foam card walls create the basic shape of your building.

2 The Base

Once you have created the basic structure of the building, you will need to make a base for it from an oblong piece of hardboard. This oblong should be 2½cm/1" bigger than you intend your building to be. Once you have cut out the hardboard base, you can cover it with some cobblestone-patterned wallpaper. Failing this, it can be left blank. Once dry, glue your structure onto its base. Finally, the interior floor of the building can be covered with balsa wood and floorboards can be scored into it.



◀ TEXTURED WALLPAPER

The hardboard base can be covered with textured wallpaper, the same as the ruins.

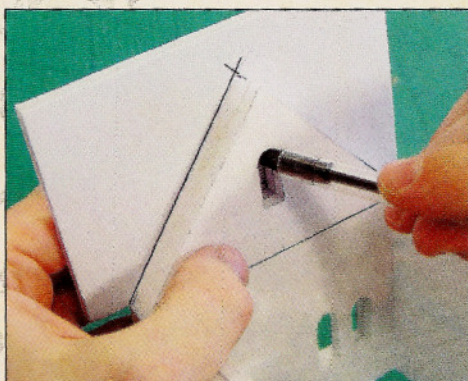
▶ SCORED CARD

Thick card makes a solid roof for the buildings.



3 Removable Roof

Once you have completed the basic construction of your building, you can then create a removable roof. The roof is made from a folded piece of card, large enough to cover the top of the building with a little bit of overhang, braced with two pieces of foam card. As the roofs of the buildings are peaked, you will need to score the card across its middle and then fold it in half, creating an upside-down V shape.



◀ BRACING THE ROOF

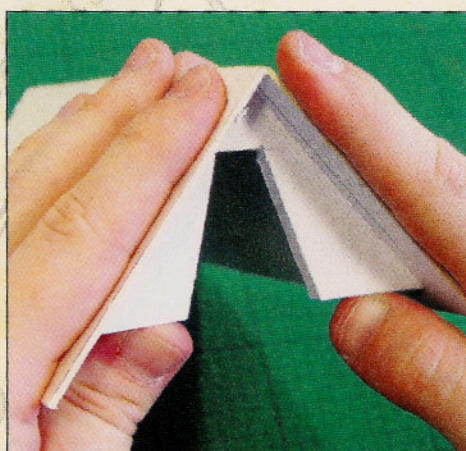
Draw around the roof gable and mark the position of any windows.

Next you will need to make a pair of braces for the roof, which will help it to keep its shape as well as allow it to be slotted onto the top of your building. Make the braces from foam card, using the upper ends of the building as a guide to the shape of each brace. When cutting out the foam card braces, make sure that they will not obscure any windows when in place. With the roof in place, the basic structure of your building is complete.

Once your roof structure is complete, you can cover it with card tiles, like those used on top of the ruined tower from Pack 42's Modelling Workshop.

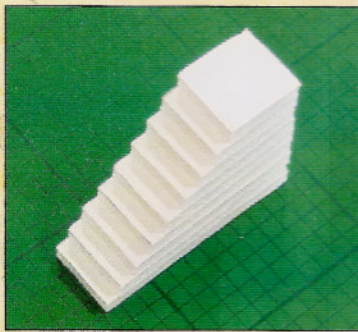
▶ OPEN WINDOWS

A section of the brace is removed so that the building's windows are not covered when the roof is put in place.



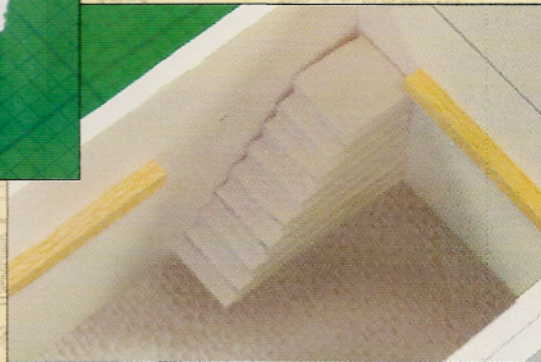
◀ FINAL STRUCTURE

Once the basic structure of your building is complete, it is ready to receive the detail.



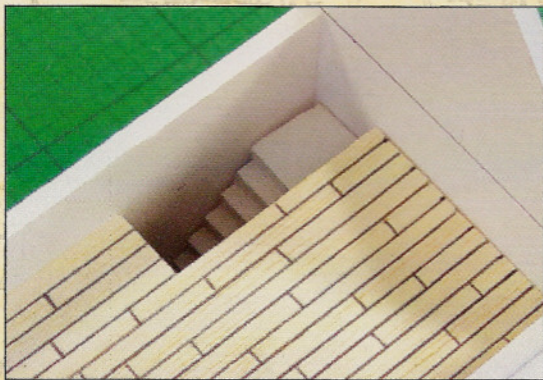
◀ FOAM CARD STAIRS

This set of stairs is created using stacked pieces of foam card.



▶ RAILING

A balsa wood railing creates a rest for the second floor.

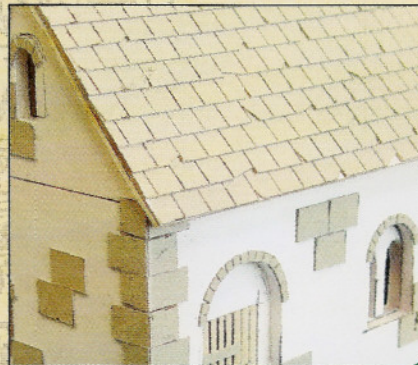


◀ CUT TO FIT

When creating the second floor you will need to cut out a space for the stairs.

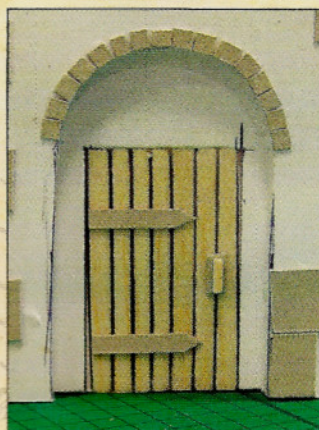
5 Exterior Detail

Using thin card, you can add tiles to the roof just like in Pack 42's Modelling Workshop, and brickwork to the outside of your buildings in the same way as the Osgiliath ruins. These bricks are especially important for covering the corners of your buildings where the foam card walls meet. Any other techniques you liked from previous Gondorian terrain can be used to add further details. Finally, each building will need a door. This can be made from balsa wood in the same way as those used on Cirith Ungol, presented in Pack 49.



◀ BRICKS AND TILES

These are created from small rectangles of card, positioned on the roof and at intervals around the building.



▶ WOODEN DOOR

The door is scored to give the appearance of planking. In addition, card has been used to create hinges and a door handle.



▲ FINAL STRUCTURE

Once all the details have been added, the model is ready to be undercoated and painted.

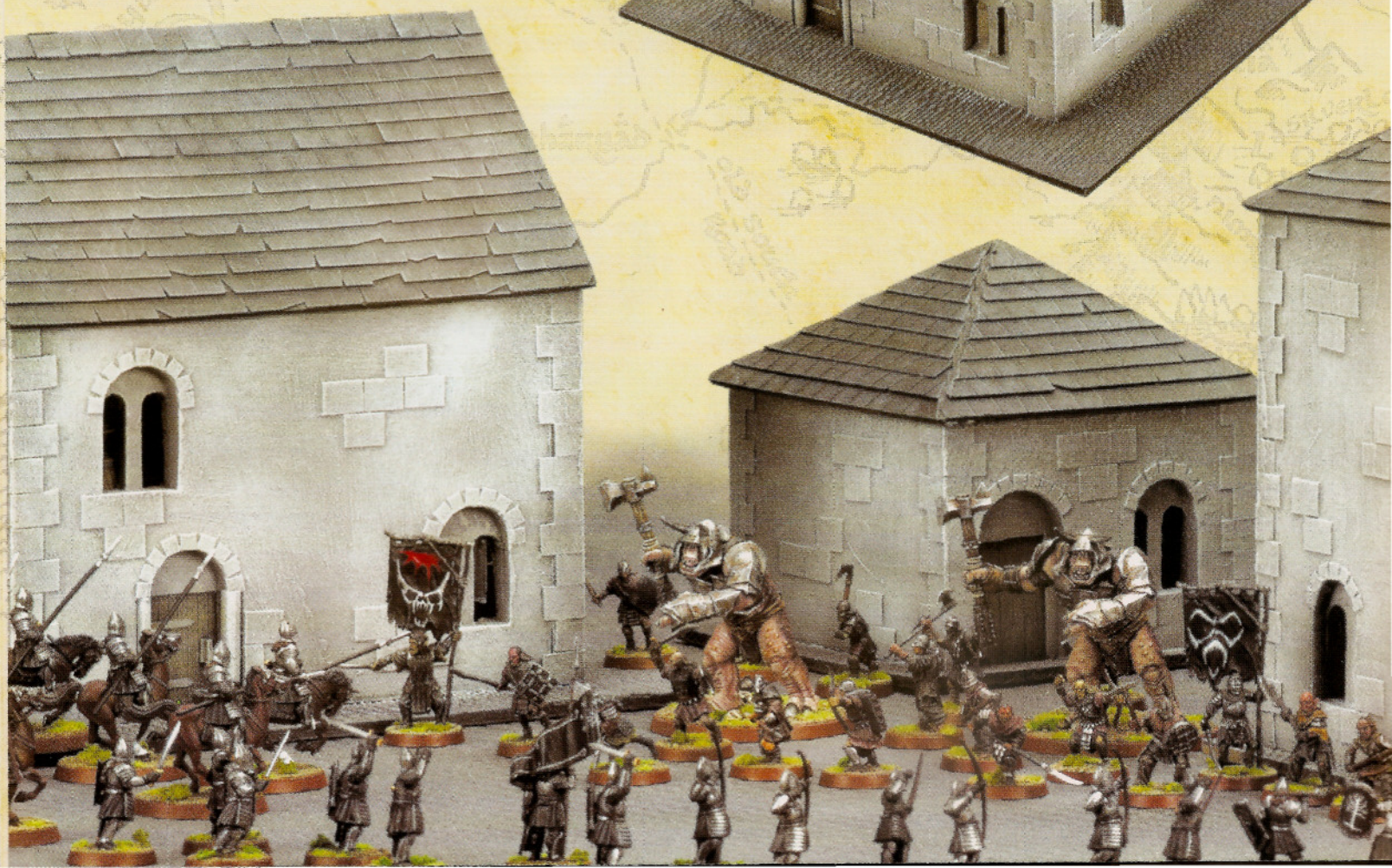
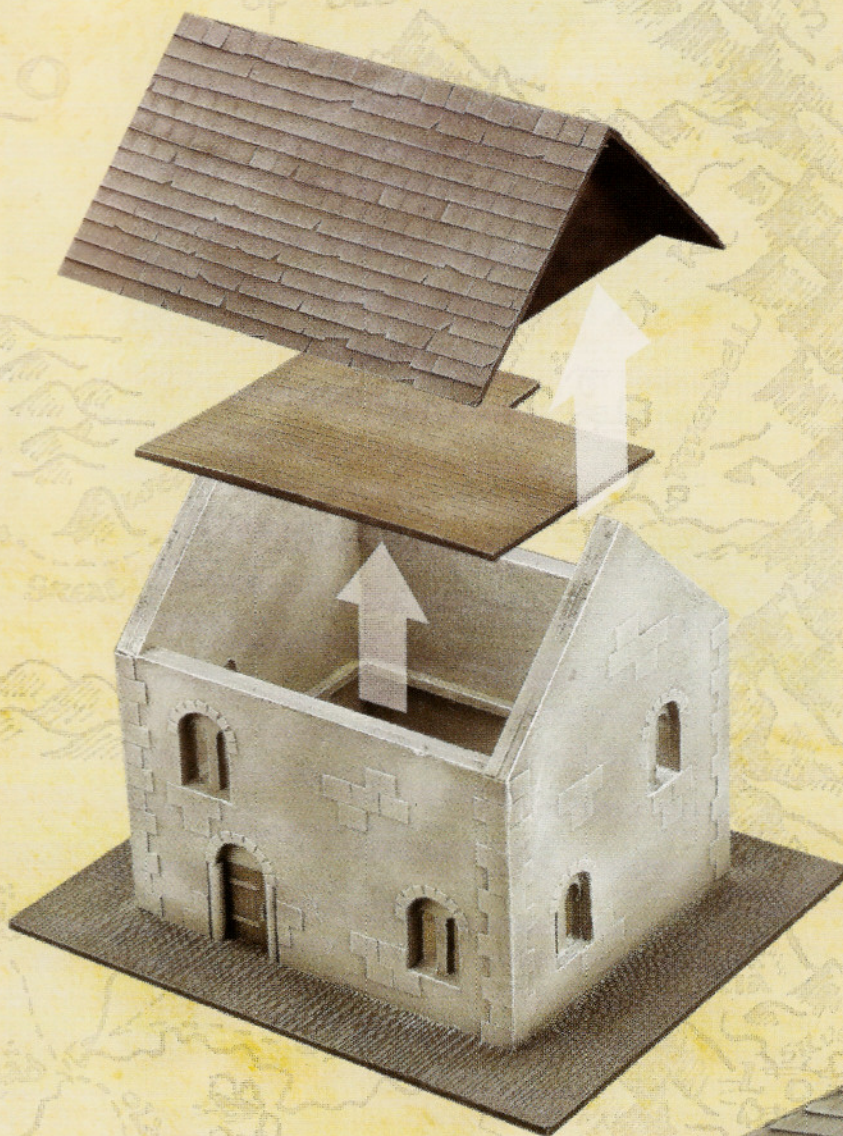


6 Finishing the Model

First, apply a coat of black textured paint to the walls of the building, both inside and out, avoiding the balsa wood areas. Undercoat the rest of the model with Chaos Black. If you are using spray paint, you will need to cover any exposed areas of foam with plaster filler. Once dry, the floorboards can be dry-brushed with Graveyard Earth followed by Kommando Khaki. Then, give the cobblestones around the outside of the building a dry-brush of Codex Grey. The walls of the building itself are painted firstly with a coat of Codex Grey, followed by a dry-brush of Bleached Bone and lastly a light dry-brush of Skull White. This will allow it to blend in with the rest of your Gondorian terrain. Finally, give the roof a dry-brush of Codex Grey.

► FINAL BUILDING

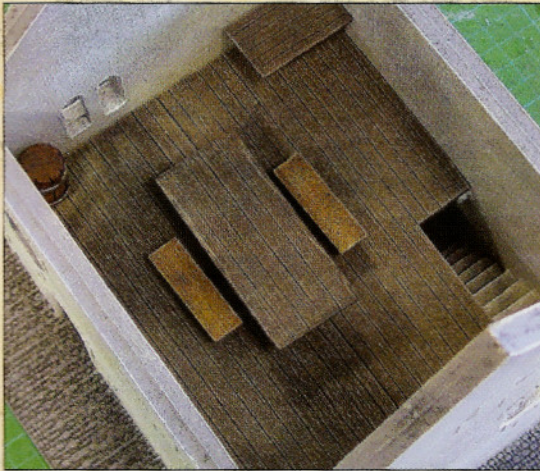
The removable floors allow you to move your models within the building.





Additional Details

Balsa wood furniture is a great additional detail you could add to the interior of your building, like that created for Meduseld presented in Pack 51's Modelling Workshop. Chairs, tables and benches are easy to create and make an attractive addition to the final model.



▲ FURNISHINGS

You can use furniture to fill out the interior of your buildings.

NEXT PACK...

Engines of War

In next Pack's Modelling Workshop, you will learn how to make the devastating war machines of Gondor and Mordor using basic materials. These Trebuchets and Catapults can be used in your Battle Games as powerful additions to your forces, allowing you to smash down walls and crush the enemy from afar.

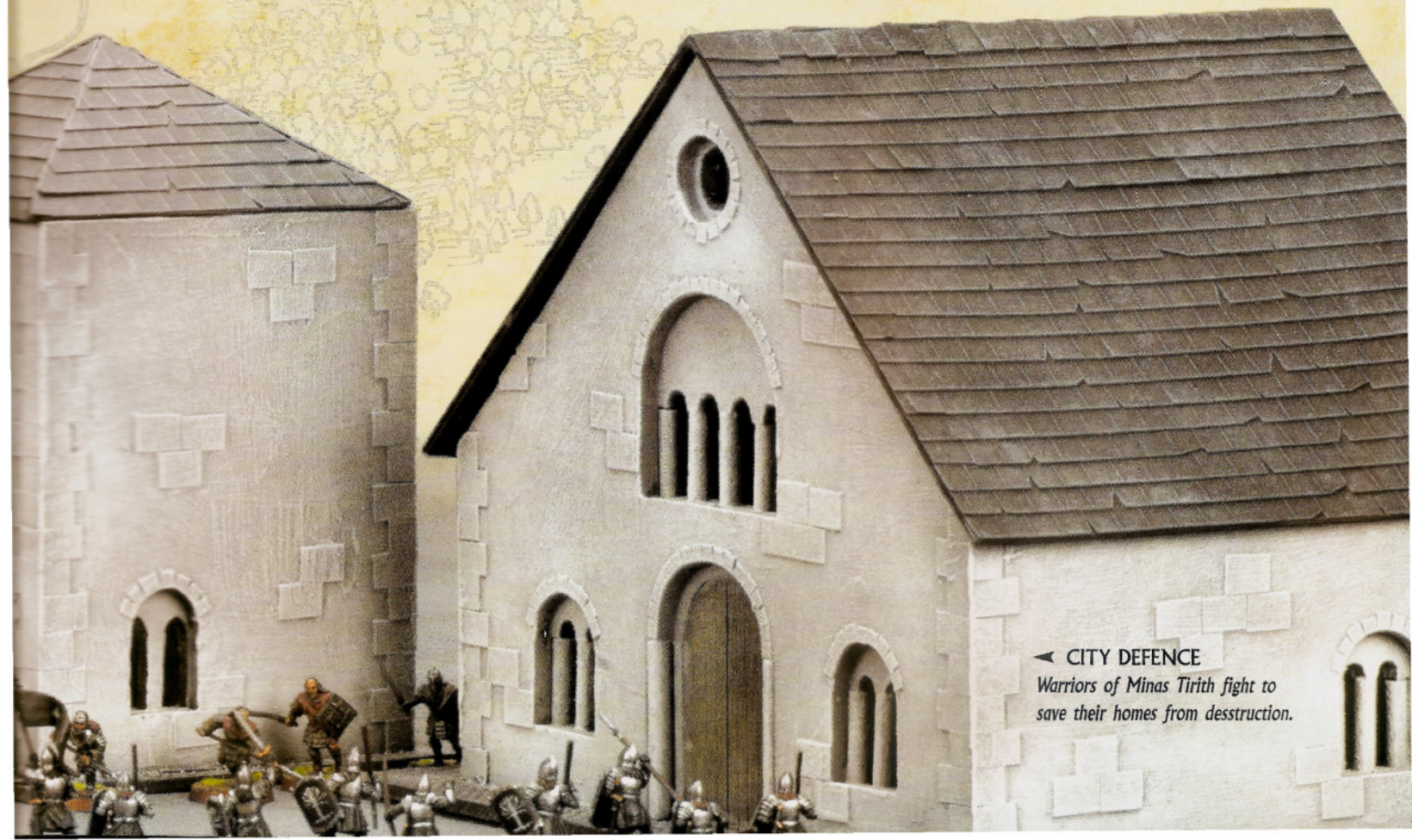


► SIEGE WEAPONS

The city of Minas Tirith is defended by dozens of mighty Trebuchets.

◀ CITY DEFENCE

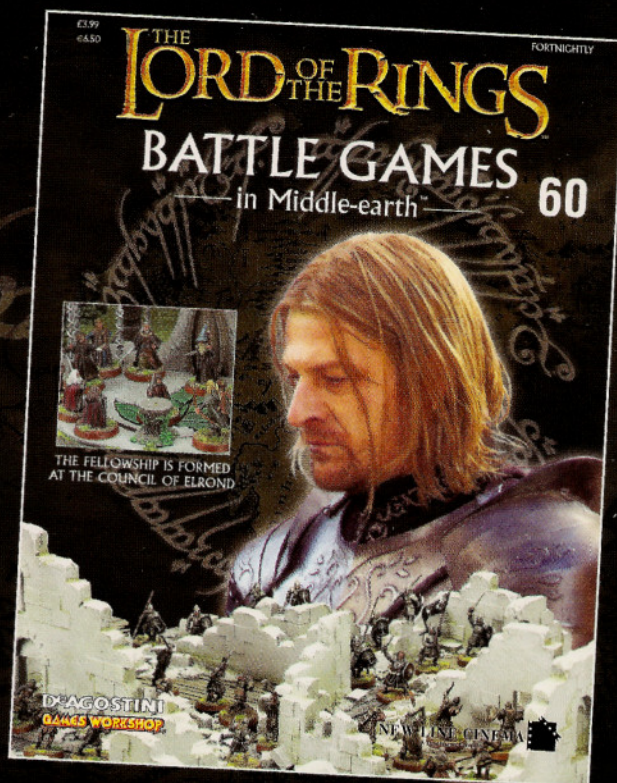
Warriors of Minas Tirith fight to save their homes from destruction.



IN YOUR NEXT GAMING PACK...

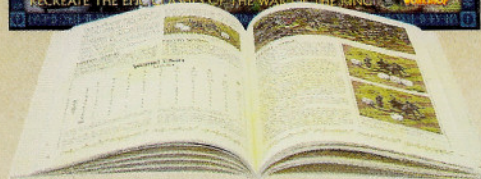
Boromir leads the Gondorians to glory in Osgiliath!

- Continue the journey of The Fellowship in part two of our epic campaign
- Boromir and Faramir fight side by side in the ruins of Osgiliath
- Paint your metal Boromir model
- Build a Gondorian Trebuchet and a Mordor Catapult
- **PLUS:** A metal Boromir, Captain of the White Tower miniature



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