THE LORD OF THE RINGS

BATTLE GAMES
in Middle-earth

60

THE FELLOWSHIP IS FORMED
AT THE COUNCIL OF ELROND

THE LORD OF THE RINGS

BATTLE GAMES 60
— in Middle-earth —

Lords of Gondor™

Boromir and Faramir have spent their lives fighting for Gondor and its people. Together they repelled the forces of Mordor from Osgiliath and reclaimed the city. However, the victory was tainted by their father's favouritism of his firstborn.

Boromir is a powerful and skilled commander and the pride of his father, Denethor. Leading the campaign to recapture Osgiliath, prior to his journey to The Council of Elrond, Boromir proves his martial prowess in the heat of battle. Adored and respected by his men and feared by his enemies, the Gondorian Lord cuts through the Orc forces occupying the ruined city. Faramir also aids in the counter attack – but although he is a capable warrior and courageous leader, in his father's eyes his efforts are overshadowed by his brother's heroic achievements.

In this Pack of *Battle Games in Middle–earth*, we follow the exploits of Boromir and Faramir as they battle side-by-side to retake the ruined city of Osgiliath. In Playing the Game, we present the second part of 'The Lord of the Rings' campaign – The Council of Elrond – allowing you to choose your own Fellowship to accompany the Ringbearer on his quest. The Battle Game follows the action in Osgiliath, through two exciting linked scenarios, in which Faramir defends a battery of Trebuchets that is vital to support his brother Boromir's attempt to drive out the Orcs. In the Painting Workshop, we detail a step-by-step guide to painting your figure of Boromir in armour, while in the Modelling Workshop you will learn how to make Gondorian Trebuchets and Mordor Catapults for use in your Battle Games.

> *'Let the armies of Mordor know this — never again will the land of my people fall into enemy hands.'*
>
> BOROMIR™

▲ SON OF THE STEWARD
As a Lord of Gondor, Boromir fights for the fate of his people.

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The Council of Elrond™

In this Pack, we continue 'The Lord of the Rings' campaign as the Ringbearer reaches Rivendell. There, the Wise gather to decide what should be done with The One Ring, and The Fellowship is formed to see the task completed.

Frodo's flight from his home in the Shire to Rivendell has been fraught with danger. Now safe in Elrond's home, Frodo assumes The Ring is secure and his journeys are over. However, as emissaries from all the Free People of Middle-earth gather for a great council, it becomes apparent that there is a long way yet to go before the threat of The Ring can be removed from the world forever. In the second part of our 'The Lord of the Rings' campaign we look at the events surrounding the Council of Elrond and the formation of The Fellowship of The Ring. We provide you with rules for creating an alternative Fellowship of your own – one that you will use for the remainder of the campaign.

◀ COUNCIL OF THE WISE
Emissaries of all the Free Peoples gather at Rivendell to decide the fate of The Ring.

Forming The Fellowship

Although the task remains the same, the Fellowship that you create may be very different from the one in the movie. The nine places within The Fellowship are split into several different roles – the Ringbearer himself, his Companion, Guide and Champion, with the remainder being made up of Warriors and Allies. You get to decide who will fill the various different roles within The Fellowship but choose wisely, for once the roles are filled you cannot change them later in the campaign. Each role is described below, indicating who filled that role originally and who you may choose in his stead. Although a character may appear as an option in several different lists you may only choose him to fill one role. Each selected character will start the campaign without having taken any of the options allowed to them, although the Safe Haven rule may change this as shown later.

NB. There are several times on the following pages where you will be given the option of including Boromir in your Fellowship. As he is not immediately fated to die in the campaign, Boromir has 3 Fate points instead of none, but costs an extra 50 points in a points match scenario.

▲ MOMENT OF CHOICE
If Aragorn was Frodo's Companion instead of Sam, then the Ringbearer would have had a powerful warrior by his side as he journeyed through Mordor.

THE ROLES

The Ringbearer

The most important member of The Fellowship is the Ringbearer, who must carry The Ring to the Cracks of Doom and ultimately destroy its evil. It is a perilous task and there are few in Middle-earth who are capable of resisting The Ring's influence long enough to see it through.

Choose either Frodo or Bilbo as the Ringbearer.

◄ BRAVE HOBBITS
Bearing The Ring is a daunting task for even the very brave.

► GOOD COMPANY
The Ringbearer would not get far without a good Companion.

The Companion

The task of the Ringbearer would be harder still if it were not for the presence of his Companion. This character's task is to stand by the Ringbearer through thick and thin and help him during the darkest times of the quest, bolstering spirits when the need arises.

Choose one of the following as the Companion: Sam, Bilbo, Aragorn or Frodo.

The Guide

The true extent of the evil power of The Ring is known to only a few and, without the counsel of the Wise, the Ringbearer's quest would be lost. It is the Guide's task to advise the Ringbearer and help him navigate through the perils of Middle-earth.

Choose one of the following as the Guide: Gandalf the Grey, Elrond, Galadriel or Celeborn.

◄ THE WISE
There are only a few who fathom the true power of The Ring.

► HEROIC
WARRIOR
The Ringbearer requires the services of a mighty warrior to act as his Champion if he is to complete his quest.

The Champion

All the forces of the Dark Lord are bent on finding and destroying the one who bears The Ring. Without a strong fighter to protect him, the Ringbearer would be too vulnerable. It is the Champion's task to defend the Ringbearer from whatever threat presents itself.

Choose one of the following as the Champion: Aragorn, Boromir, Legolas or Gimli.
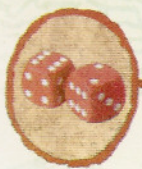
The Warriors

Such a small group could not possibly survive with just the protection of the Champion alone – other fighters will be needed to protect the group from evil. The task of the Warriors is to safeguard the entire Fellowship, not just the Ringbearer.

Choose any three of the following: Aragorn, Boromir, Legolas, Gimli, Faramir, Éomer, Haldir or Arwen.

➤ SOLDIERS OF GOOD
The warriors of The Fellowship protect the Ringbearer with courage and steel.

➤ OLD FRIENDS
The Ringbearer is accompanied not only by bold warriors but also good friends.

The Allies

Although the Ringbearer is not alone in his task, The Fellowship he journeys with are initially strangers to him. The Allies are those loyal comrades who would not dream of letting their friend face such perils without a familiar face to remind him of home.

Choose any two of the following: Frodo, Sam, Bilbo, Merry or Pippin.

SPECIAL CAMPAIGN RULES

The Shadow of The Ring

The power of The One Ring is such that its mere presence can be enough to corrupt those of weak will. To reflect this insidious power, members of The Fellowship may become subject to the Shadow of The Ring special rule. After the Good player has chosen his Fellowship, the Evil player may choose one of the Fellowship's Warriors to be subject to the Shadow of The Ring rule, this is in addition to whomever may be subject to it after the 'Attack at Weathertop' scenario from last Pack.

Before the start of every game, the Good player permanently reduces either the Might, Will or Fate value of each character affected by the Shadow of The Ring by one point. Eventually all three of these characteristics will be reduced to 0, and the character becomes a thrall of The Ring, subject to the following rules for the whole game.

THRALL OF THE RING

● The character is set up with the rest of The Fellowship but is considered to be an Evil model under the control of the Evil player.

● The model's Might is restored to its starting value but no other models may benefit from any Heroic Actions he calls with them.

● The model may only charge the Ringbearer and, until he does so, the rest of The Fellowship may not attack him by any means.

● At the end of the game, the model is counted as a casualty and takes no further part in the campaign.
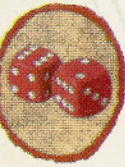
Safe Haven

During 'The Lord of the Rings' campaign, The Fellowship will be given opportunities to rest from the hardships of their journey. Rivendell is the first such Safe Haven. One of the benefits of such a place is that characters who rolled a 2-5 on the Death of a Hero table in the previous battle begin the next game as if they had rolled a 6 instead. In addition, Safe Havens may provide an opportunity for characters to take some of the options available to them in their Character Profiles. At Rivendell, as long as Bilbo is not part of The Fellowship, Frodo may take Sting and the Mithril coat, while Aragorn, Faramir and Haldir may take a bow.

➤ ELVEN SAFE-HOUSE
Rivendell is a rare haven from the attentions of the Enemy.

Bilbo Baggins (Points Value: 90)

Bilbo has lived a great many years and his days of adventure and travel seem far behind him. Though he has grown frail, his strong will and good heart have protected him from the terrible power of The Ring that he has guarded for so long.

	F	S	D	A	W	C	Move	M	W	F
Bilbo	3/3+	3	5	1	2	6	14cm/6"	1	3	3

Wargear:
Sting
Mithril coat
(NB. The bonuses for these items are already incorporated into Bilbo's profile.)

Special Rules:
The Ring
Resistant to Magic
Throw Stones
(NB. See Pack 25 for Bilbo's wargear and special rules. If Frodo and Bilbo are in the same force, then Frodo cannot have Sting, the Mithril coat or The One Ring.)

Arwen Evenstar (Points Value: 65)

Arwen is the daughter of Elrond and, like her father, is an Elf of great power and courage. As an immortal, she is destined to sail from Middle-earth into the west – yet her love for Aragorn holds her in the mortal realm.

	F	S	D	A	W	C	Move	M	W	F
Arwen	6/-	3	3	1	2	6	14cm/6"	1	4	1

Wargear:
Elven blade (See Pack 35)

Options:
Horse   10 pts

Special Rules:
Expert Rider (See Pack 40)

Magical Powers:
Strike Down (see Pack 12)

War in Osgiliath™

Fought over for decades, the once-great city of Osgiliath is the scene of constan
battle between Gondor and the encroaching Orc hordes. In this Pack's Battle Game
we look at one of the many attacks launched by Gondor to rid the city of Orcs.

I n this Battle Game, we present two linked
scenarios, which represent different parts of
a single battle in Osgiliath, involving Boromir
and his brother, Faramir. The first sees Faramir
having to defend Gondorian Trebuchets against
a fiendish raid by Gothmog and a band of his
most cunning and dangerous Orcs. The second
sees Boromir bravely leading the Gondorian
assault by boat across the river to destroy the
Orcs and their Catapults to claim back the city
  In addition, we present the profile for Boromir
as he was during the siege of Gondor. Unlike
his *The Fellowship of The Ring* profile, this
represents Boromir at the height of his fighting
prowess and fame.

◄ INTO THE FRAY
Boromir leads the attack to
vanquish the Orc foe.

THE COMBATANTS

For the 'Disable the Trebuchets' Battle Game, the Good player
will need 20 Warriors of Minas Tirith and Faramir in armour.
The Evil player will need Gothmog, two Orc Captains and
12 Mordor Orcs.

For the 'Stem the Tide' Battle Game, The Good player will need
the Boromir model from this Pack, a Gondorian Standard
Bearer, three Warriors of Minas Tirith with swords and shields
to represent Captains and 21 further Warriors of Minas Tirith,
plus three of the assault boats constructed in Pack 41. The Evil
player will need Gothmog and four Orc Captains (you can use
your Grishnákh, Gorbag and Orc Captain models for these),
an Orc Banner Bearer, one Troll to act as additional crew for
one of the Catapults, one Mordor Troll and all the plastic and
card Orcs from previous Packs of *Battle Games in Middle-earth*.

▲ ► MIGHTY LEADERS.
Boromir and Gothmog fearlessly lead
their forces in the fight for Osgiliath.

Disable the Trebuchets

Knowing that the Gondorian attack must be weakened, Gothmog leads a raiding force made up of the most cunning Orc Warriors in his command and a handful of specialised Orc sappers, trained to destroy siege machines and disrupt the attacking forces.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Faramir	5/3+	4	5	2	2	5	14cm/6"	3	2	2
Minas Tirith										
Captain	4/4+	4	4	2	2	4	14cm/6"	2	1	1
Warrior of										
Minas Tirith	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Gothmog	5/-	4	6	3	3	5	14cm/6"	3	3	3
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Orc Warrior	3-5+	3	4	1	1	2	14cm/6"	-	-	-

NB. Models equipped with a shield add 1 to their defence value

The Gaming Area

The gaming area depicts an area of the city of Osgiliath, now in ruins. The scenario is played on a 120cm/4' square board. Position your Osgiliath ruins from Pack 33 around the board. Place two Trebuchets from this Pack's Modelling Workshop in the centre of the board.

Starting Positions

Deploy the Warriors of Minas Tirith representing the Trebuchet crews in base contact with the Trebuchets. The Good player can set up Faramir and the remainder of his forces anywhere within 30cm/12" of the Trebuchets. Gothmog and his Orcs will enter play from any board edge at the beginning of the Evil player's first turn.

WARRIORS OF MINAS TIRITH

TREBUCHETS AND CREWS

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Special Scenario Rules

Trebuchets

The Trebuchets in this scenario take no part in this actual battle. They are considered to be busy bombarding the Orc-held areas in the distance with massive boulders. Because of this, they are not positioned to fire at close targets and so cannot fire at the attackers in this Battle. The length of time the Trebuchets and their crew remain intact and not in base contact with the enemy will determine how many turns they will be able to fire in the 'Stem the Tide' scenario. For this reason you need to record how long they remain untouched by the Evil player's Orcs. The Orcs may disable the Trebuchets following the rules in Pack 56.
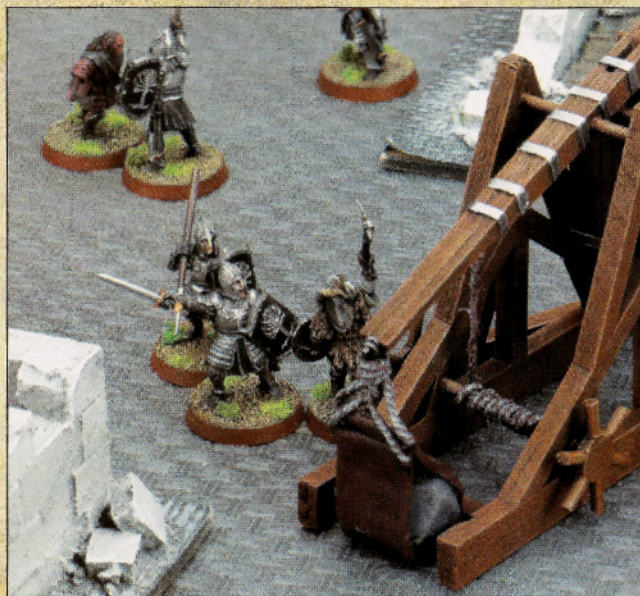
◄ SABOTAGE
A crafty Orc tries to disable the Trebuchet before he is cut down.
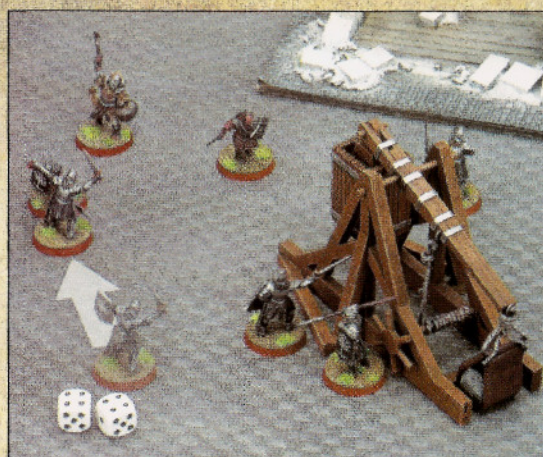
Surprise

Being at the rear of the battle, the Gondorians accompanying the Trebuchets do not expect to be attacked. Gothmog's sudden raid causes surprise and confusion, affecting the Men's ability to counter them. For the first six turns, the Gondorian models must pass a Courage test before they can move. If they fail, they can still fight but may not strike if they win.

◄ READY FOR ACTION.
Having passed his Courage test, this warrior may move to intercept the Orc attackers.

WINNING THE GAME

● The Evil side wins once both Trebuchets are disabled or all of the defenders are dead.

● The Good player wins when all the attackers are dead.

● If the attackers only manage to disable one Trebuchet before they are wiped out, then the game is a draw.

Stem the Tide

While Faramir is busy protecting the Trebuchets from the Orcs, Boromir is using captured Mordor boats to lead the Gondorians in an assault against the Orcs. If he succeeds then they can start to push Sauron's forces out of Osgiliath.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-

NB. All other profiles are displayed on page 7.

Boromir - Captain of the White Tower (Points Value: 175)

The profile presented here depicts Boromir before he left Gondor to join The Fellowship. At this time he was not fated to a tragic end. As such, you may use this profile for any games set before the time of The Fellowship of The Ring, such as when fighting Orcs in Osgiliath.

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

Wargear:
Sword, heavy armour and the Horn of Gondor

Options:
Horse — 10 points
Lance — 5 points
Shield — 5 points
The Banner of Minas Tirith — 50 points

Special Rules:
Banner of Minas Tirith
Captain of The White Tower
The Horn of Gondor

Banner of Minas Tirith

The Banner of Minas Tirith instils such valour in the Men of Gondor that they fight with renewed skill and vigour. In addition to counting as a banner, all Men of Gondor and Warriors of Minas Tirith within 8cm/3" of the banner add 1 point to their Fight value. Boromir also receives this bonus, although other Heroes do not. Boromir suffers no penalty when fighting while carrying the Banner, but may not have a shield or lance as well.

The Horn Of Gondor

Boromir may use the Horn of Gondor, as described in Playing the Game in Pack 26.

◄ INSPIRING
The Banner of Minas Tirith fills the hearts of men with hope and valour.

The Gaming Area

The game is played on a 120cm/4' square area. On one board edge, place the river tile and riverbank terrain as shown. This area is the river. On the rest of the board, place the Osgiliath buildings created in Pack 59's Modelling Workshop. Two of these buildings must be set up within 15cm/6" of the riverbank.

Starting Positions

The Good player starts the game with the three assault boats on the river board edge. Two of the boats will contain six Warriors of Minas Tirith and a Captain. The third will contain six Warriors, Boromir and a Gondorian Banner Bearer. The Evil player starts the game by setting up his two Catapults along with their crew, within 6" of the board edge opposite the river. The remaining Orcs may deploy anywhere between this board edge and the riverbank.

ORC CATAPULTS

THE REMAINING EVIL FORCE

THE FORCES OF GOOD IN ASSAULT BOATS

Special Scenario Rules

Bombardment

The Trebuchets are not present in this scenario but are considered to be firing at the Orcs from behind the Gondorian lines. The longer the Trebuchets and their crews remain unengaged and not disabled in the first game, the longer they are able to fire when supporting the Gondorian attack on the Orcs. Using the Bombardment chart, you can determine how many turns the Trebuchets may fire in this scenario.

When shooting at a target on the board, don't measure the distance – just pick the target you wish to fire at. All targets on the board count as small targets, as the long range they are shooting from makes it very hard to be accurate. To reflect this fact, use the Inaccuracy table from Pack 56's Playing the Game.

BOMBARDMENT CHART

Turns each Trebuchet survived and remained unengaged	Number of turns each Trebuchet may shoot
1-10	5
11-20	10
21+	15

◄ DEVIATION

*The shot from the Gondor Trebuchet misses its intend target (a). After rolling on the Inaccuracy table, the E player nominates an Orc i combat to be hit, killing a Orc and its opponent.*

Sustained Attack

Boromir is leading a large force of Gondorian warriors in his attack on the Orcs. To represent this, the Gondorian warriors and Captains are subject to the Endless Horde rules shown in Pack 56. Once the Gondorians have disembarked onto the riverbank, or a boat is destroyed, take the assault boat they were in and put it back in their set-up area as a new boat with a fresh force of Gondorians in it, to set off when you wish.
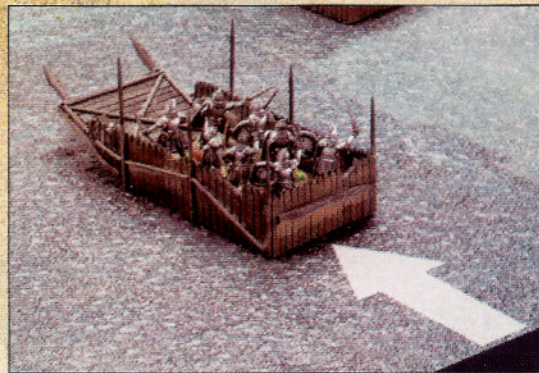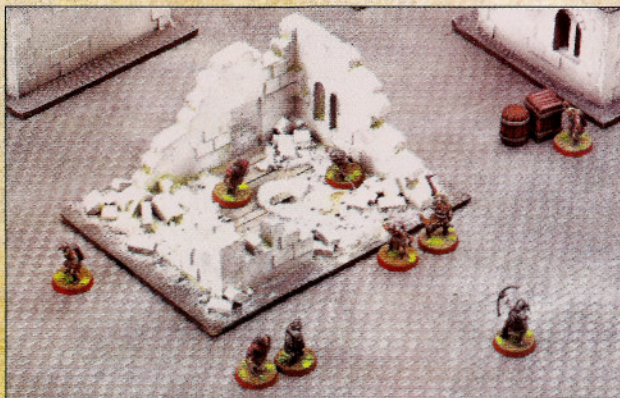

◄ RELENTLESS
Wave after wave of brave Gondorians attack the vile Orc defenders.
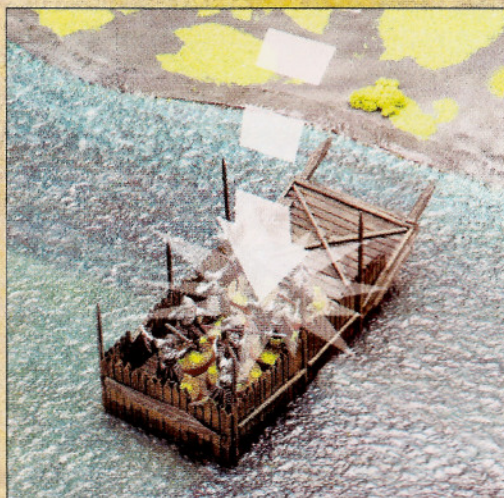

► NOWHERE TO HIDE
Even buildings offer no security for the Orcs as boulders rain down on them.

Destroying Buildings

The Osgiliath buildings on the board may be destroyed by Trebuchet and Catapult fire. The buildings have a Batter value of 4 when working out hits on them. If a building is destroyed in this way, then any models occupying it must take a Strength 5 hit from the impact. Those not inside but within 3" of the building will take a Strength 3 hit from flying masonry. Once a building is destroyed it can be replaced with a ruined building of the same size if you wish.

Assault Boats

The Good player uses the 'assault the boat' rules from Pack 41. It is possible for the Orc player to fire on the boats with their Catapults, smashing them and their occupants to pieces. The Catapults follow the rules for siege weapons in Pack 56. Working out if a boat is destroyed is simple. Roll to hit and then on the Inaccuracy table as normal. If a Catapult succeeds in landing a hit on the boat then it is destroyed. When this happens the Gondorians on board are hit as normal from the impact – those who survive will be placed in the water and must use the swimming rules from Pack 34 to get to shore.

◄ OUT OF THE BLUE!
The Orcs, too, can launch boulders at unsuspecting targets.

► SHIPWRECKED
With their boat destroyed, the Gondorians must try to swim to the shore.

WINNING THE GAME

● The Evil side wins if it survives for 30 turns and at least one Catapult is intact.

● The Good side wins if it destroys both Orc Catapults, or if it wipes out all the Orcs.

Captain Boromir™

Boromir, son of Denethor, was Gondor's boldest and most able commander. Here, we look at how to paint this noble warrior as he was at the defence of Osgiliath, clad in heavy armour and proudly wearing the uniform of Minas Tirith.

B efore being sent to the Council of Elrond, Boromir was the Captain of the White Tower in the army of Gondor. He was renowned throughout the land as one of the noblest warriors of his era, and inspired incredible efforts and bravery in those around him. Denethor came to rely on Boromir to lead his people to victory over Mordor, unaware that the corrupting power of The Ring would take its toll on his favoured son.

In this Pack, we show you the simple techniques used to paint Boromir in his Gondorian finery. In addition, we look back at the Boromir model you painted in Pack II and apply some more recent techniques to improve the finish.

◄ CAPTAIN OF GONDOR
Boromir is a paragon of all that Gondor stands for.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK	CODEX GREY	BLEACHED BONE
BOLTGUN METAL	SKULL WHITE	BESTIAL BROWN
BLACK INK	TANNED FLESH	BUBONIC BROWN
BLUE INK	DWARF FLESH	DARK FLESH
BROWN INK	FORTRESS GREY	TERRACOTTA
CHAINMAIL	SHINING GOLD	CHESTNUT INK
MITHRIL SILVER	SCORCHED BROWN	ELF FLESH

RECAP

Preparation

Before you begin painting your Boromir miniature, you will need to clean up the mould lines and straighten up the sword if it has become bent in its packaging. Finally, glue the model to its base and undercoat it with Chaos Black paint or spray. Additionally, you will need your painted Boromir miniature from Pack 11's Painting Workshop.

◄ *Once you have your old Boromir figure, and have undercoated your new one, you are ready to start.*

◄ *The trick to effective ink washes is getting the right consistency.*

➤ *The Tree of Gondor motif is made to gleam by painting it Mithril Silver.*

1 Armour and Weaponry

Begin by applying an even coat of Boltgun Metal over all the armour plates, the sword and the metal decoration on the scabbard. Next, dry-brush the chainmail areas with Boltgun Metal. Mix up equal parts of Black, Blue and Brown ink, then apply it as a wash to all the metallic areas of the model. Once the ink has dried, apply a layered highlight of Chainmail to these areas, followed by a final edge of Mithril Silver to the sword blade and the White Tree of Gondor on Boromir's chest.

2 The Uniform

The black uniform of Gondor is quite straightforward to paint. The cloak, gloves and tunic are painted in exactly the same way as the Warriors of Minas Tirith banner in Pack 13, building up several grey layers before applying a wash of Chaos Black. As befits a hero of Boromir's stature, you may wish to spend extra time painting the intermediate layers, so as to achieve a smoother blend. The trim around the tunic has a finely wrought pattern on it. If you choose to paint this onto your model, use a very fine brush and white paint, copying the pattern from Pack 59's Painting Workshop.

▲ *Subtle layers of grey make a smooth highlight.*

➤ *The trim on Boromir's tunic is detailed just like Faramir's but is considerably narrower.*
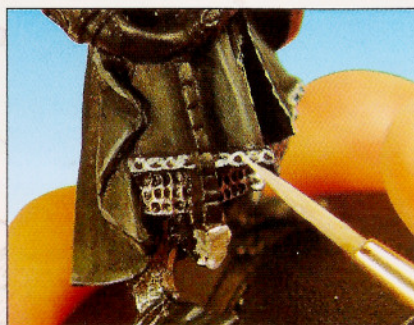
▲ *Your Boromir model is now clad in his Gondorian uniform.*

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3 Face and Hair

To paint the face, apply a base colour of Tanned Flesh, then highlight this with Dwarf Flesh. To add definition to the facial features, apply a wash of thinned-down Bestial Brown. When the wash has dried, re-apply the Dwarf Flesh highlights. To finish the face, add a little Fortress Grey and Skull White to Dwarf Flesh and use this mix to highlight the most defined parts of the face and pick out the furrows on Boromir's brow. Paint the hair and beard with Scorched Brown, then highlight them with Bestial Brown.

◄ Adding Fortress Grey to the mix makes Boromir look more rugged and battle–worn.

➤ Carefully run the brush along the strands of hair to provide a highlight.

4 The Horn of Gondor

The metallic sections of the Horn of Gondor are painted in Shining Gold, then given a wash of watered-down Scorched Brown. The edges of the decoration are highlighted with a mix of Shining Gold and Mithril Silver. The main parts of the horn are painted Bleached Bone and highlighted with Skull White.

◄ The gold design can be made more decorative with the addition of Mithril Silver.

5 Finishing Touches

The leather straps and the ties on the scabbard are painted Bestial Brown, using the black lining technique to enhance the detail. A highlighted edge mixed from Bestial Brown and Bubonic Brown will make them stand out against the otherwise dark model. The cord attached to the horn can be carefully highlighted with Codex Grey.

The shield is painted with a mix of Scorched Brown and Dark Flesh, with a small amount of Terracotta added for the dappled highlight. A thin wash of Chestnut ink enriches the colour. To finish the model, base it in the usual way.

◄ Add Terracotta to the shield colour and apply it in a dappled fashion.

➤ Captain Boromir is ready to take on the enemies of Gondor.

Boromir™

Now that your painting skills have improved, it is time to go back to your Boromir miniature from Pack 11. By applying some more advanced techniques to it, you can easily make it the equal of your more recent figures.

◄ A simple swirl pattern, painted neatly, represents the branded design on Boromir's bracers.

1 Highlighting

The first thing to do on your old Boromir miniature is to add highlights to the areas that were painted with flat colour, and sharpen the other highlights. Begin by adding a highlight of Bestial Brown to the straps and boots, and mix Bubonic Brown with the Bestial Brown for a fine edging highlight. Use Bestial Brown to improve the definition of Boromir's hair. The gold areas will also benefit from a sharp highlight, using a mix of Shining Gold and Mithril silver, while the other metallic areas can be highlighted with Chainmail. Give the bone parts of the horn a wash of Bleached Bone, then reset the Skull White base colour.

Next, highlight the black clothing and gloves by using the same layering technique as on your new Boromir model, shown on page 13. Finally, if you are feeling confident, take a fine brush and paint the patterning on Boromir's bracers as shown, using a mix of Scorched Brown and Fortress Grey.

'I would see the glory of Gondor restored.'

BOROMIR™

► Pick out the prominent parts of the face with Elf Flesh.

2 The Face

As the focal point of the model, improving the face will have the most dramatic effect on the overall look. Start by applying a wash of Bestial Brown over the face. When this has dried, reset the Elf Flesh base colour, taking care to redefine the eyes.

3 Finishing details

The patterning around Boromir's collar can be picked out in Fortress Grey. Use Mithril Silver to paint any buckles and buttons that have been painted over or previously missed. Finally, paint the rim of the base with Bestial Brown to complete the model.

► The thin tunic trim can be picked out with Fortress Grey.

▲ Boromir is now equipped to join The Fellowship of The Ring.

Siege Engines

During the War of The Ring, both sides made use of massive Siege Engines to rain destruction on the foe from above. The payload hurled by these machines is devastating to troop formations and fortifications alike.

↑ DEFEND THE WHITE CITY!
The Trebuchets of Gondor pound the Orcs with a volley of rocks.

The Trebuchets of Gondor and the War Catapults of Mordor were predominantly used during the Battle of Pelennor Fields, as the forces of the Dark Lord laid siege to Minas Tirith. While the Trebuchets mounted on the walls of the White City inflicted horrendous casualties on the densely packed ranks of Orcs, the War Catapults were used by the forces of darkness to bring down the mighty walls fortifying the city.

In this Pack's Modelling Workshop, we show you how to construct these devastating war machines, using a number of techniques and materials, most of which should be familiar to you from previous Packs of *Battle Games in Middle–earth*. When building these, the most important factor is making sure that the various parts fit together as neatly as possible. This is essential to make the model sturdy enough for regular use on the tabletop.

YOU WILL NEED

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

5MM SQUARE BALSA ROD

2MM THICK BALSA SHEET

BARBECUE SKEWERS

THIN CARD

FOAM CARD

STRING
PAPERCLIPS
WOODEN DOWEL
PAPER TOWEL
**2½CM/1" THICK STYRENE SHEET**

SCORCHED BROWN, BESTIAL BROWN,

SNAKEBITE LEATHER, FORTRESS GREY, BOLTGUN METAL, CHAINMAIL, GRAVEYARD EARTH, CODEX GREY, TERRACOTTA, CHAOS BLACK AND BLEACHED BONE ACRYLIC PAINTS

① The Basic Frame

The Trebuchet is supported by a frame consisting of two roughly triangular sections, one each side of the throwing arm. To build each side of the frame, begin with the large beam that will form the base, constructed from two strips of square balsa rod glued together, each about 12cm/5" long. So that the base will be more stable, add a triangle formed from two pieces of rod protruding slightly from the side of the base.
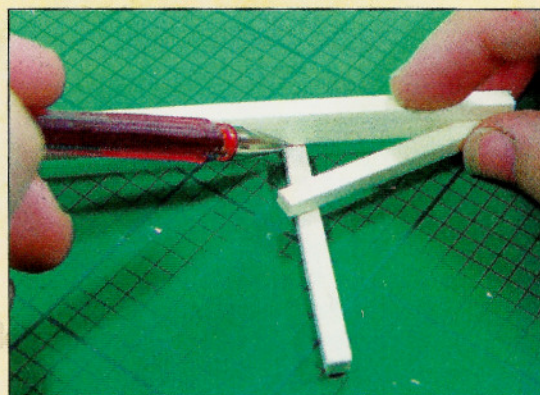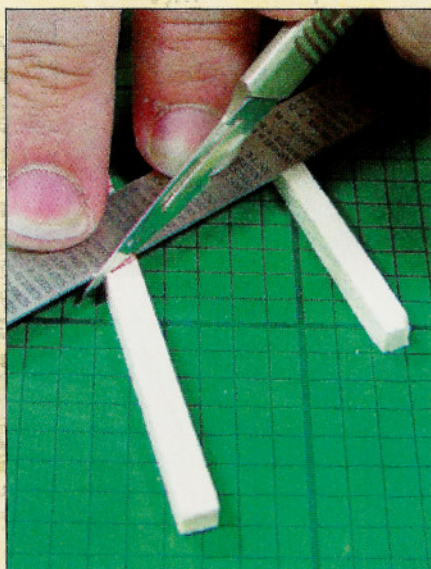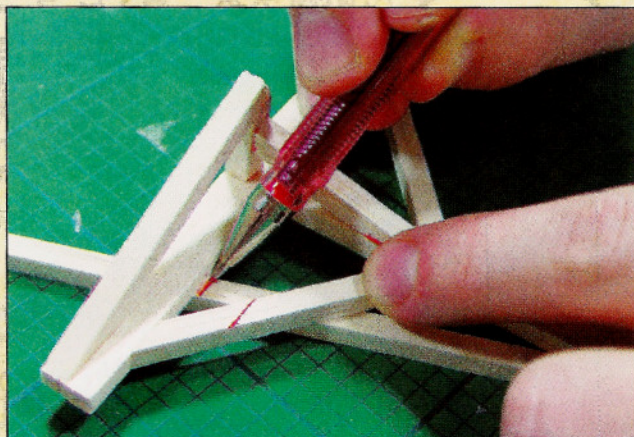
◄ **NEAT ANGLES**
When cutting angled pieces of balsa, keep your knife upright and use an extra piece of balsa to support your ruler.

▲ **SIDE SUPPORT**
Adding a triangle of balsa rod on each side adds stability.

To make the upright parts of the frame add another beam, about 7cm/3" long, at a right angle to the base, slightly offset towards the front. When glued in place, this will form an inverted 'T' shape. To support this, add an arrangement of two sets of diagonal beams as shown, constructed from more balsa rod.

◄ **ANGLE MEASUREMENT**
Use the parts of the frame you have already assembled as a template to get the angles of additional beams right.

Once the glue is dry on the frame, carefully drill a hole through the top using a pin vice. This will form a hole through which the axle of the throwing arm will pass. To join the two sides of the frame together, use pieces of balsa rod, about 3cm/1½" long. Avoid putting any connecting beams within 2cm/1" of the back of the frame, as this is where the sling holding the payload will sit.
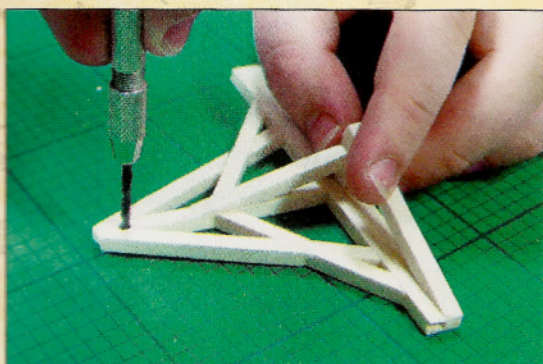
▲ **CAREFUL DRILLING**
Take great care when drilling through balsa wood to avoid splitting it.
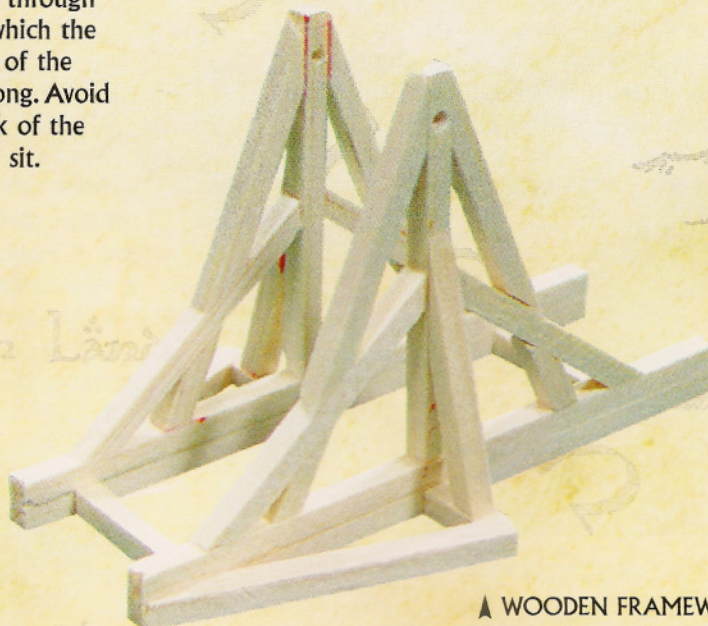
▲ **WOODEN FRAMEWORK**
The frame will provide the basis for the shape of your Trebuchet.

② Throwing Arm

To make the throwing arm of the Trebuchet, begin by cutting out three identical strips of balsa sheet, tapered at one end and round at the other. These should be about 10cm/4" long. Next, cut about 1½cm/½" off the rounded end of one of these, to leave space for the counterweight to be attached. Glue these three strips together, sandwiching the shorter one between the other two.
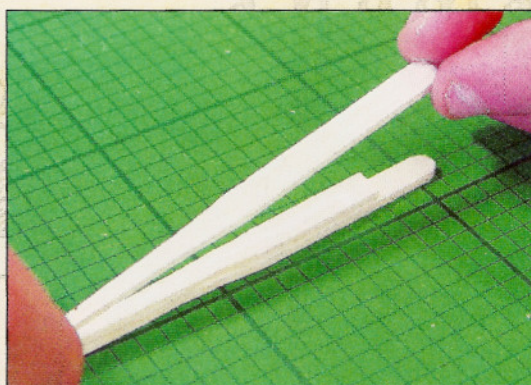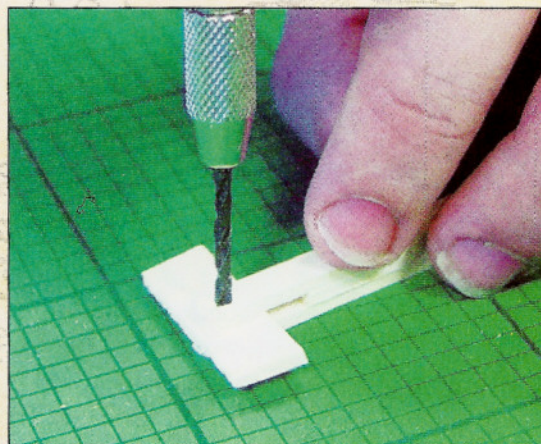

◄ ARM CONSTRUCTION
Make sure the strips of balsa forming the arm are properly lined up when you glue them together.

Next, you need to drill two holes in the arm, one at the rounded end to attach the counterweight, and one about 4cm/1½" from the same end to accommodate the axle. Again, you will need to take care when drilling that you do not split the wood. To prevent the pieces at the rounded end from snapping, it's a good idea to slot a spare piece of balsa sheet into the gap to add support.

➤ BALSA SUPPORT
Using a support like this will make drilling through the end of the arm easier.

To attach the arm to the frame of the Trebuchet, simply push a barbecue skewer through the hole at the top of the frame and the centre of the arm to form the axle. Cut this off where it protrudes from the sides of the frame using modelling clippers. It's a good idea not to glue any of these pieces in place yet, as this will make the later stages of construction easier. To make the metal banding, use strips of thin card, bent around the arm and glued in place.
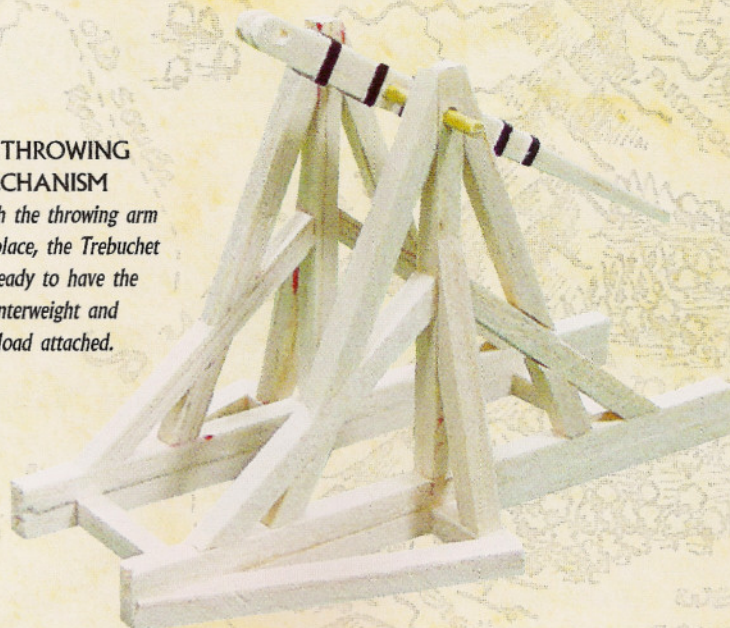
'Send these foul beasts into the abyss!'

GANDALF™

➤ THROWING MECHANISM
With the throwing arm in place, the Trebuchet is ready to have the counterweight and payload attached.

▲ AXLE CONSTRUCTION
Using a drill bit of the same diameter as the skewers will ensure that the axle fits snugly through the hole in the throwing arm.
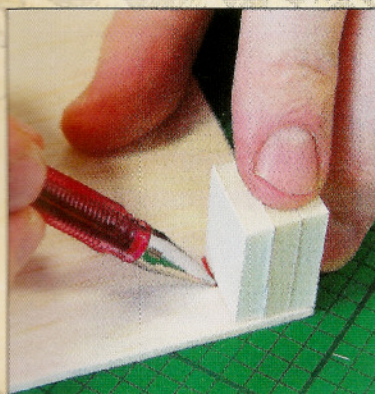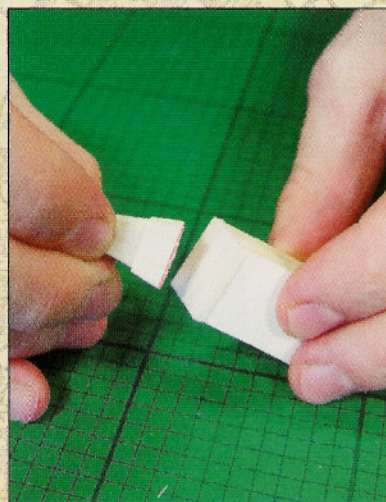
BLOCK TEMPLATE
Drawing round the foam card block will ensure the pieces of balsa are the right size.
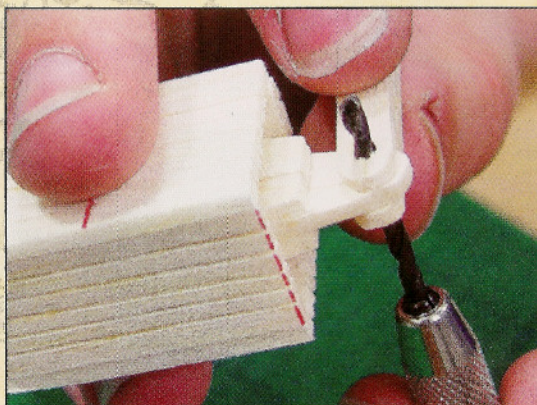

3 The Counterweight

The basic shape of the counterweight is constructed by gluing three identical pieces of foam card together, each about 2cm/¾" by 2½cm/1", to form a rectangular block. Glue pieces of balsa sheet with planking scored in them to each end. To make the mounting which will attach the counterweight to the throwing arm, simply cut out a small piece of balsa sheet with a rounded top and glue this to the top of your block.

◄ **REINFORCEMENT**
Extra pieces of balsa glued to the side will make the join between the mounting and the counterweight more sturdy.

The sides of the counterweight are made from pieces of balsa sheet, cut to the appropriate size, and glued around the outside of the block. The side pieces should extend slightly above the top of the block and sit flush with the bottom. To add a degree of realism to the scored plank effect, cut notches into the ends of the wood as well as scoring the surface. Drill a hole through the top of the mounting, so that you can attach it to the arm with a small piece of skewer.

◄ **DRILL GUIDE**
You can use the holes in the end of the throwing arm as a guide for drilling through the mounting.

To finish off the counterweight, add card banding around the top and bottom of it, the same way you did with the throwing arm. It is a good idea to leave the point where the weight joins the arm free to pivot. This means you will be able to glue it into a suitable position once the other parts of the Trebuchet are complete.
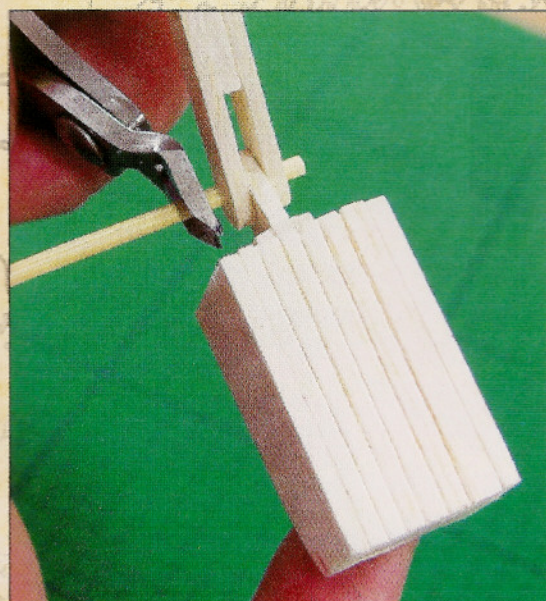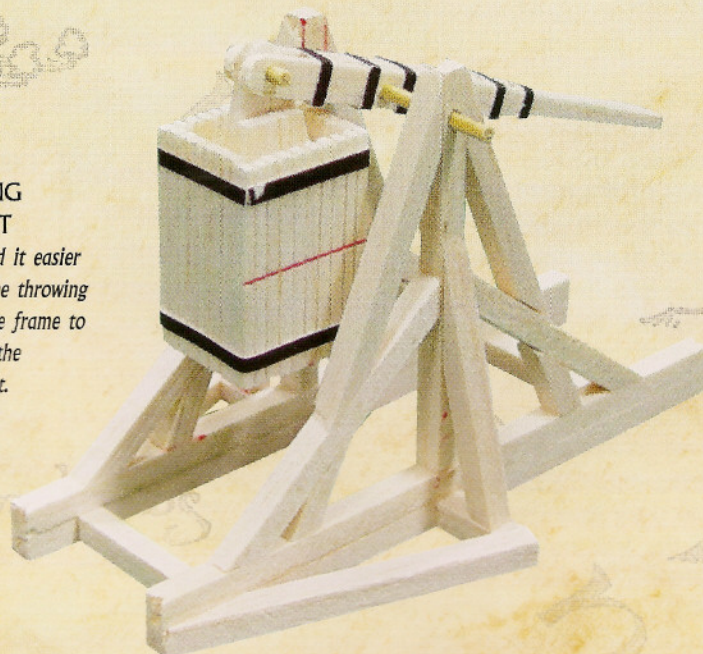

◄ **ADDING THE PIVOT**
*You may find it easier to remove the throwing arm from the frame to attach it to the counterweight.*

▲ **TAKING SHAPE**
*Your Trebuchet is nearing completion.*

4 The Winch Mechanism

All Trebuchets work via the use of a winch mechanism. To represent this, use a piece of barbecue skewer, pushed through holes drilled in the frame, to form an axle around which the rope is wound. The rope is a piece of string glued in place and wrapped round the axle. Attach it to the Trebuchet arm at the other end by wrapping it around a piece of paperclip, bent into a hook shape with modelling pliers, and glued into the side of the arm. The winding wheels are simply two thin sections of wooden dowel, with spokes made from short pieces of skewer glued around the edge.
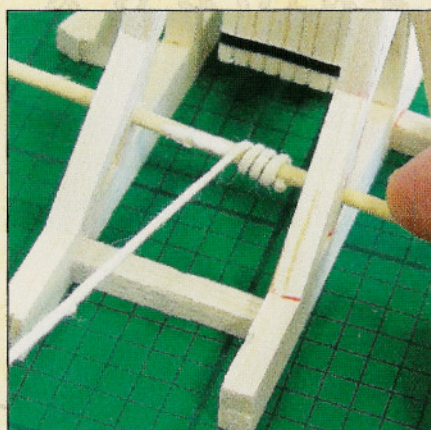
◄ COILED ROPE
The easiest way to wind the rope around the skewer is to glue one end in place and then rotate the axle.
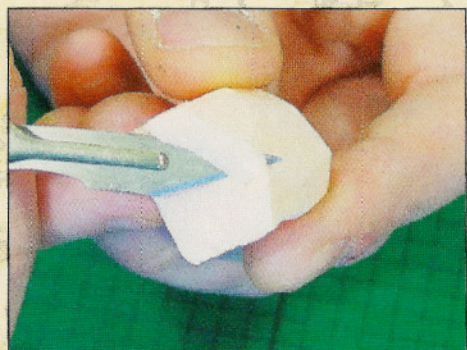
◄ SCULPTING THE ROCK
Remember to be careful and cut away from yourself when shaping the rock.
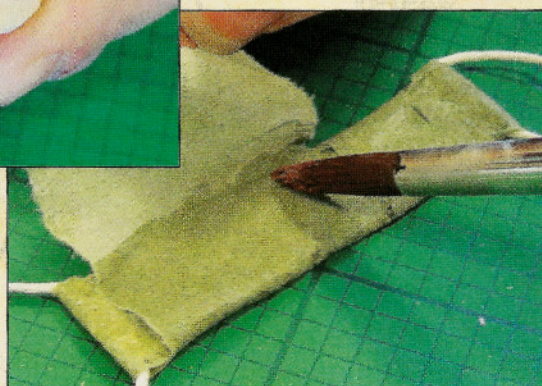
5 The Payload and Sling

To make the rock that forms the Trebuchet's payload, simply carve the appropriate shape out of a small piece of styrene using a modelling knife. The sling is made from a long strip of card, folded over at both ends to wrap it around two ropes, again made from string. To give it the appearance of roughly textured cloth, wrap strips of paper towel soaked in thinned-down PVA glue around the cardboard. Before the glue dries, fold the sling around the styrene rock and glue the two ends together.

◄ CLOTH TEXTURE
Wrapping the paper towel around the sides and ends of the sling will cover up any unsightly joins in the cardboard.

To attach the sling to the arm, twist together the four ends of the ropes and glue them together. Next, bend a piece of paperclip into a loop, and glue this to the end of the twisted ropes. Another piece of paperclip can be used to make the firing pin, which you can push into the end of the arm and glue into place. Hook the loop on the end of the ropes over the pin on the arm, and use superglue to stick it in place. In order to improve the stability of your model, you may want to glue the sling to one of the beams across the base of the frame.

◄ TIDY DETAILING
Gluing an extra piece of string wrapped around the top of the ropes hides the paperclip.

➤ COMPLETED CONSTRUCTION
*Now your Trebuchet only needs to be painted.*

6 Painting Your Model

Painting the Trebuchet is relatively straightforward, as it is predominantly constructed of wood. After an undercoat of Chaos Black, give all the wooden areas a base colour of Scorched Brown. Dry-brush it first with Bestial Brown, then with Snakebite Leather. A final, very light dry-brush of Fortress Grey will help mute the colour, giving the wood a more realistic appearance. Paint the metal banding first with Boltgun Metal, then highlight the edges with Chainmail. Paint the ropes with Graveyard Earth, then dry-brush them with Fortress Grey. Dry-brush the rock first with Codex Grey, then Fortress Grey. Give the sling a base colour of Terracotta mixed with a little Chaos Black, then add Bleached Bone to the mix for the highlights.

➤ **FINISHED MODEL**
Your completed Trebuchet, ready to be used in defence of the realm of Gondor.
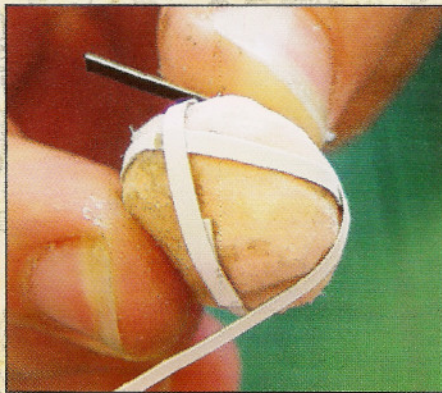
➤ **METAL BANDS**
*If you use thin enough card, it will not wrinkle when you wrap it around the counterweight.*

▲ DIRTY METAL
Patches of rust on the metal areas will give the Catapult a crude, uncared for appearance.

Alternative Approaches

Mordor War Catapults

The techniques explained in this Modelling Workshop can, with a few alterations, also be used to construct Mordor War Catapults. The metal plates on the Catapult can be constructed from cardboard, while the rivets are made from tiny squares of thin card. The wheels are simply circular pieces of Balsa sheet, with banding made from thin card. The main differences are the hopper in which the stone payload sits, and the large rock that serves as the counterweight. The hopper is simply a small box made from balsa with a styrene rock in it. The counterweight is another lump of styrene with thin strips of card wrapped around it.
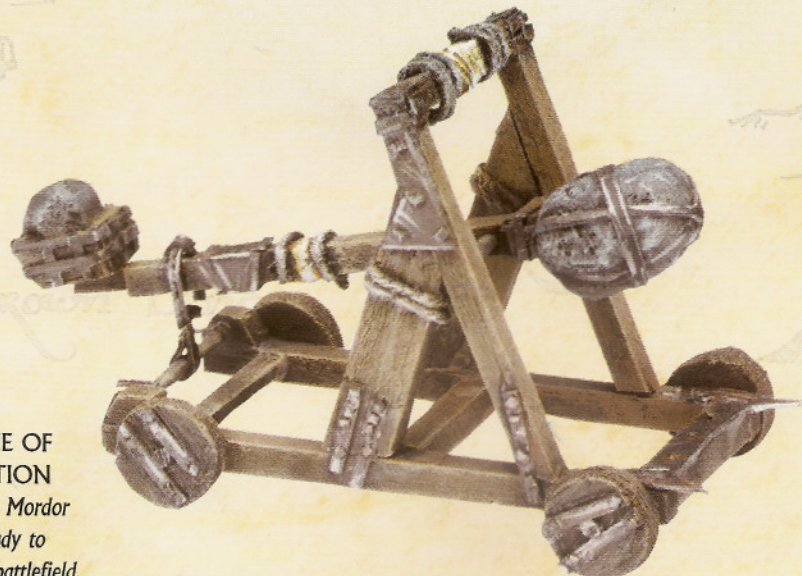
➤ **ENGINE OF DESTRUCTION**
A completed Mordor Catapult, ready to take to the battlefield.

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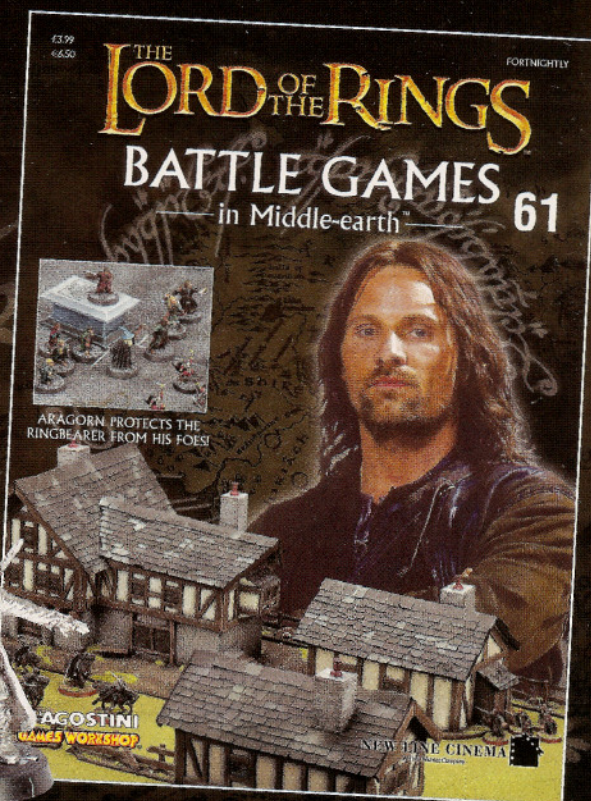
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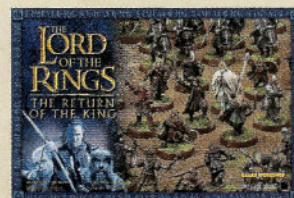
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