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THE LORD OF THE RINGS

BATTLE GAMES 77

— in Middle-earth —



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THE LORD OF THE RINGS

BATTLE GAMES 77 — in Middle-earth™ —



Guide to Middle-earth™

1

Learn of the Black Gate and the evil minions of Sauron that spill through it to make war on the peoples of the west.



Playing the Game

2-5

Presenting the second part of 'The Return of the King' campaign – the Battle of the Pelennor Fields.



Battle Game

6-13

In the first part of our latest Battle Report, the army of the Free Peoples marches on the Black Gate, while Frodo and Sam climb the slopes of Mount Doom.



Painting Workshop

14-17

Paint your Easterling Captain miniature, ready to defend the Black Gate in the name of Sauron.



Modelling Workshop

18-21

Build your own imposing Black Gate, for use in your battle games.

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The Black Gate

Barring the entrance to Sauron's realm stands the impenetrable Black Gate. Its iron-bound doors rise hundreds of feet into the air and its walls are guarded by legions of the Dark Lord's evil minions.

'There's still hope for Frodo... We gather our full strength and march on the Black Gate.'

ARAGORN™

This Pack's Playing the Game presents the second part of 'The Return of the King' campaign, detailing the Battle of the Pelennor Fields. In the Battle Game, we present a dual Battle Report in which Aragorn, Legolas and Gimli engage Sauron's forces at the Black Gate, hoping to buy time for Frodo and Sam to cast The One Ring into the fires of Mount Doom. In the Painting Workshop, we show you how to paint your new Easterling Captain, ready to defend the lands of Mordor, while in the Modelling Workshop you'll learn how to make a model of the Black Gate itself.

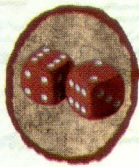
Originally built by the Men of Gondor to keep Sauron at bay, the Black Gate has since been corrupted and is now wholly under the dominion of the Dark Lord. In recent times, activity around the Black Gate has increased, and daily it opens like a great maw, admitting new followers to swell Sauron's horde. Amongst the Orcs and other dark creatures march the Easterlings, mysterious warriors from the remote lands to the east. These disciplined troops complement the savagery of the Dark Lord's Orc servants with a strict martial code that makes them equally formidable. With their exotic, heavy armour, the Easterlings are an intimidating foe for even the bravest warrior to face. Their vigilance would surely have been the end of Frodo and Sam had the Hobbits not had Elven cloaks to conceal themselves.



▲ MYSTERIOUS FOES

Easterlings are but a few of the guardians of the Black Gate.





The Battle for Gondor™

Spilling forth from the Black Gate, Sauron's armies have spread across the lands of Men like a plague of darkness. In this, the second part of 'The Return of the King' campaign, the Heroes must defend Minas Tirith from Sauron's Mordor horde.



War has descended upon the lands of Gondor, plunging it into a time of darkness and strife. The Dark Lord has dispatched his most powerful minions and countless thousands of his warriors to once and for all crush the kingdom beneath the weight of his armies. However, the people are not without hope, and coming to their aid are the heroes of The Fellowship who have arrived to stand against Sauron's forces and defend the city of Minas Tirith. Warriors from both sides flock to the city, choosing to stand either with or against Sauron in what is to be the battle for Gondor.

In this part of 'The Return of the King' campaign, the Heroes must face the savagery of Sauron's army at Minas Tirith. Only through their actions can the battle be turned and the forces of light prevail.

◀ TOTAL WAR

Sauron unleashes his armies upon the lands of Gondor.

Isengard Triumphant

Pivotal to the Free Peoples' struggle against Sauron was the defeat of Saruman and his armies by the Rohirrim. However, if you are playing 'The Return of the King' as a continuation of 'The Two Towers' campaign, presented in Packs 67, 68 and 69, it is possible that, while Rohan was not destroyed, Isengard still remained a power. This will mean that the defenders of Minas Tirith will face both the forces of Saruman and Sauron in the coming battle, as detailed on page 5. If you are playing 'The Return of the King' as a campaign by itself, then count Isengard as having been destroyed for the purposes of this game.

► DARK ALLIANCE

The armies of Saruman and Sauron combine forces to assault the Kingdom of Gondor.





Calm Before the Storm

Minas Tirith is preparing for war. From the battlements, brave Gondorian warriors watch the gathering armies of Mordor, hoping that help will arrive in time to save their city. The heroes of The Fellowship, both within the city and on the way to its defence, make their preparations for battle, donning armour and taking up weapons.

Before playing the 'Siege of Minas Tirith', the Good player's Champion, Warriors and Allies may take either armour or heavy armour if it appears as part of their character profiles, increasing their points value as indicated.



◀ BATTLE READY

Merry and Pippin don armour for the conflict to come.



Sword of Kings

The decisive Battle of the Pelennor Fields also heralds the return of Aragorn, the long-lost King of Gondor. If you have chosen Aragorn to be your Champion, then this is a time of great portent, and he will receive Andúril, Flame of the West, forged from the shards of Narsil. The rules for this weapon can be found in Pack 26 and will increase Aragorn's cost as indicated there.

◀ RE-FORGED

Created from the shards of Narsil, Andúril is a powerful and deadly weapon.

Banner of Minas Tirith

Upon his return to the White City, Boromir retakes his place as a lord of Gondor by his father's side. If you have chosen Boromir as your Champion, then he will receive the Banner of Minas Tirith to hold aloft as he strides into battle. The rules for the banner can be found in Pack 60 and will increase Boromir's cost as indicated there. Additionally, in any games involving both Denethor and Boromir, Denethor will not be subject to his madness rules as long as his favourite son lives, reflecting his joy and happiness at Boromir's return.

► PROUD RETURN
Boromir returns to Minas Tirith to defend the city in its hour of need.





MOUNT
GONDOR

Siege of Minas Tirith™

While Minas Tirith burns, the armies of good and evil struggle for victory, soaking the green Pelennor Fields red with blood. It is a massive battle of unparalleled carnage, and the fate of Gondor hangs in the balance.



Like a lengthening shadow of evil, Sauron's power has crept from the east to cover the city of Minas Tirith in darkness. The Gondorians and their allies now stand resolute against the Dark Lord's armies, aware that only united can they hope to hold back the hordes. Meanwhile, the heroes of The Fellowship bring their leadership and fighting prowess to the battle, rallying the defenders and raising morale. However, the Enemy too has gathered his most powerful warriors, setting the scene for one of the greatest battles ever witnessed in Middle-earth.

◀ TRIAL OF HEROES

The Battle of the Pelennor Fields will test the courage and resolve of the heroes as they come face to face with the might of Mordor.





Playing the Battle Game

The 'Siege of Minas Tirith' Battle Game is detailed in Pack 70. This scenario is played as presented there, with the following exceptions to the way in which the players select their forces:

The Forces of Good

- The Good player's Gondorian force must include his chosen Guide and one of his Allies in the place of Gandalf the White and Pippin. If his Guide is Elrond, Celeborn or Galadriel, then he may also select models from 'The Forces of Lothlórien', presented in Pack 35, to supplement this force in the city.
- The Army of the Dead force represents the allies gathered by the Good player's Champion. This force will always include your chosen Champion and Warriors, but will otherwise be selected as follows:
 - If Aragorn is your Champion, then you may select models from 'The Army of the Dead' presented in Pack 71.
 - If Boromir is your Champion, then you may select models from 'The Forces of Gondor' presented in Pack 23.
 - If Legolas is your Champion, then you may select models from 'The Forces of Lothlórien' presented in Pack 35.
 - If your Champion is any other character, then you may select models from 'The Forces of Rohan' presented in Pack 18.
- If Isengard was not destroyed then the Good player will not have a Rohirrim force, and may spend these points on the rest of his army instead. If Isengard was destroyed then he may choose his Rohirrim force as normal, replacing Merry with one of his chosen Allies. Remember, Heroes who have been killed previously in the campaign cannot be used.

The Forces of Evil

- The Evil player must create his army using the 'Forces of Mordor' list from Pack 24. He must also include Gothmog and the Witch-king as part of his force, if they have not been killed in a previous part of the campaign.
- If Isengard has not been destroyed, then the Evil player may use up to a third (33%) of his points to create an army using the 'Forces of Isengard' presented in Pack 17. This force will then enter the battle in the same way as the Rohirrim, replacing them in this game.
- Using his malign powers, Sauron may summon forth the mighty Balrog if the Evil player chooses, and includes it in his force for the points cost listed in Pack 20's Playing the Game. You may not include him, however, if he was slain in 'The Bridge at Khazad-dûm' or took part in the 'Deeping Wall' Battle Games in previous parts of the campaign. Remember, any Hero killed by the Balrog counts as having rolled a 1 on the 'Death of a Hero' table.

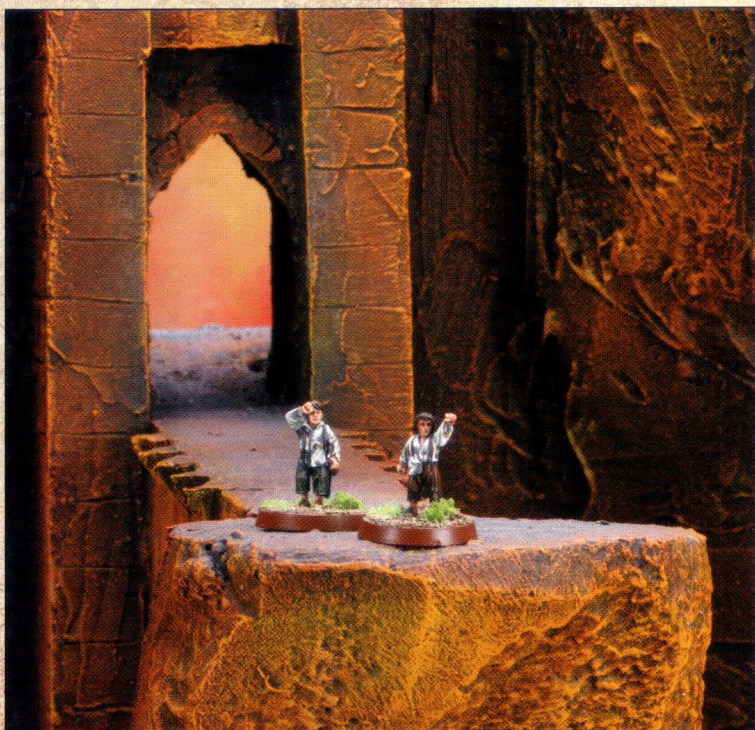
RESULTS

- If the Good player is victorious then he has held back the armies of Evil and may proceed to 'The End of All Things' Battle Game presented in Pack 78. In addition, news of the Gondorian victory has spread, and the Good player may add 250 points to his force in the next Battle Game.
- If the Evil Player wins proceed to 'The End of All Things' Battle Game presented next Pack. However, such is the desperate nature of the Free Peoples' plight, that every Good Hero that took part in the game must roll on the 'Death of a Hero' table, even if they were not slain.



The End of All Things

Aragorn's forces of good prepare for a desperate struggle to draw Sauron's gaze and give Frodo a greater chance to destroy The One Ring. In this Battle Report, Kenton and Jes fight for the final fate of all Middle-earth.



With Frodo moving closer to Mount Doom, Aragorn knows that, if nothing is done, Sauron will soon find the Ringbearer. If this happens, evil will spread across the lands of the Free Peoples. The Battle of the Pelennor Fields crippled a portion of the Dark Lord's forces, but they can still outmatch the Free Peoples' armies. Aragorn marches the Men of Gondor and Rohan towards the Black Gates in the hope of drawing out the Dark Lord's forces, along with Sauron's ever-searching eye, giving Frodo a clear path to Mount Doom. In this scenario, the action will take place on two separate gaming areas simultaneously. The forces of good must hold out against the tide of Orcs emerging from the Black Gate, long enough for Frodo to reach Mount Doom and destroy The One Ring.

◀ THE FINAL CONFLICT

Aragorn fights in the hope that Frodo can destroy The Ring. If he cannot, the fate of Middle-earth will be sealed.

THE COMBATANTS

In this Battle Report, the Good player will need the following models: Frodo, Sam, Gandalf the White, Éomer, Legolas, Gimli, Merry and Pippin, as well as the Aragorn, King Elessar model that is included with Pack 78. He will also need eight Warriors of Minas Tirith, eight Warriors of Rohan and the card Gwaihir and Eagle figures from Pack 46. The Evil Player will need the Easterling Captain model from this Pack, along with 16 Orc Warriors and three Orc Captain models. He will also need the Mouth of Sauron, Mordor Troll Chieftain, Nazgûl on Fell Beast, Witch-king on Fell Beast, eight Easterling Warriors and two Mordor Troll card figures.

► LORD OF EVIL

In this Battle Game, your card Witch-king is used to represent a regular Nazgûl on a Fell Beast.





BASE PROFILES

							Move			
Frodo	3/-	2	3	1	2	6	10cm/4"	3	3	3
Sam	3/-	2 (3)	3	1	2	5	10cm/4"	2	2	3
Aragorn	6/-	4	7	3	3	6	14cm/6"	3+1	3	3
Gandalf	5/-	5	6	1	3	7	14cm/6"	3	6+1	3
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Gimli	6/4+	4	8	2	2	6	12cm/5"	3	2	2
Éomer	5/-	4	6	2	2	5	14cm/6"	3	2	2
Merry	3/3+	2	4	1	1	4	10cm/4"	1	1	2
Pippin	3/3+	2	4	1	1	4	10cm/4"	1	1	2
Gwaihir	8/-	5	8	2	3	6	28cm/12"	1	1	1
Eagle	7/-	5	8	1	3	5	28cm/12"	0	1	1
Warrior of Minas Tirith	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Warrior of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Gollum	4/-	4	4	2	2	4	12cm/5"	1	0	1
Mouth of Sauron	4/-	4	5	2	2	4	14cm/6"	1	4	1
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Nazgûl	5	4	8	1	1	6	14cm/6"	2	14	2
Fell Beast	5	6	6	2	3	3	28cm/12"	-	-	-
Mordor Troll										
Chieftain	7/5+	7	8	3	3	4	14cm/6"	2	1	1
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-
Easterling										
Captain	4/-	4	6	2	2	4	14cm/6"	2	1	1
Easterling										
Warrior	3/-	3	5	1	1	3	14cm/6"	-	-	-
Orc Captain	4/-	4	5	2	2	3	14cm/6"	2	1	1
Orc Warrior	3/5+	3	4	1	1	2	14cm/6"	-	-	-

NB. Models are armed and armoured as depicted on the models. Models carrying a shield add 1 to their Defence value. However, in this battle, Sam carries Sting while Frodo has no weapons, nor does he wear his Mithril coat.



BATTLE GAME

The Gaming Areas

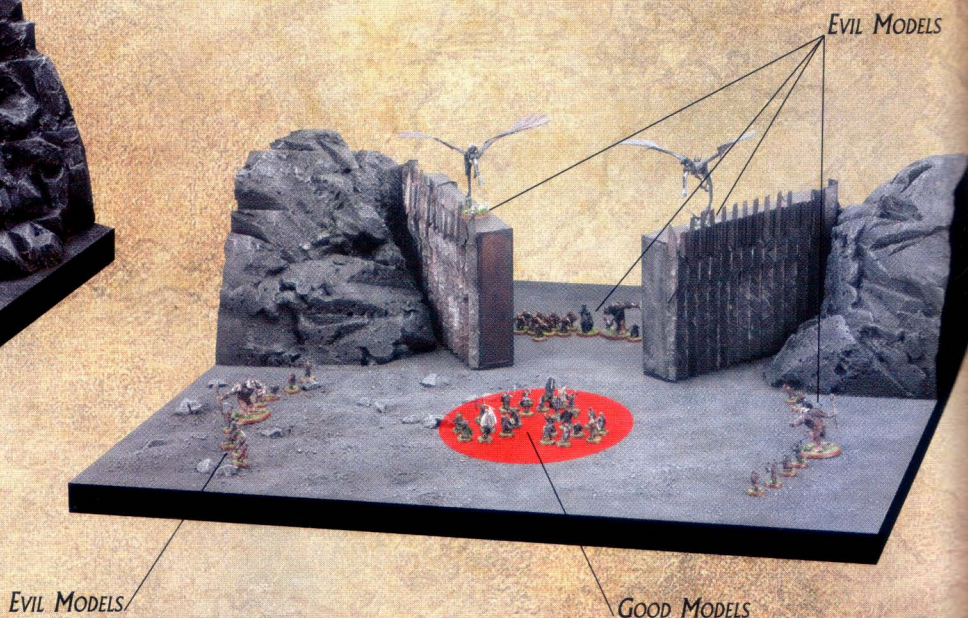
The Black Gate model is used in the first Gaming Area. Place two of the flattest sections of your Mordor modular terrain from Pack 44 before the Black Gate. The gate itself is open and cannot be closed during the game. The Second Gaming Area is Mount Doom. The next Pack of *Battle Games in Middle-earth* includes a Modelling Workshop on how to build this crucial location.



FRODO AND SAM

Starting Positions

Frodo and Sam start this game at the bottom of the stairway that leads up to the Cracks of Doom. The rest of the Good models are set up in a 14cm/6" radius circular area in front of the Black Gate. The centre of this circle is located in the dead centre of the area in front of the gates. Once the Good models are set up, the Evil player places his models anywhere on the board at least 24cm/10" away from any Good model. Gollum is not placed on the board – instead, he enters play according to The Power of The Ring special scenario rule, presented on page 10.



Special Scenario Rules

Eye of Sauron

In this scenario, the Eye of Sauron is turned away from Mount Doom by the conflict at the Black Gate. If his gaze wavers away from that battle, he will surely notice that The Ring is within reach of Mount Doom. To represent this, the game is played on two separate gaming areas, forming a single scenario. Play is alternated between the two locations, with one whole turn being played at the Black Gate before moving to Mount Doom. Once a turn has been played there, the action moves back to the Black Gate. The turns continue to alternate in this way until one of the victory conditions is achieved.



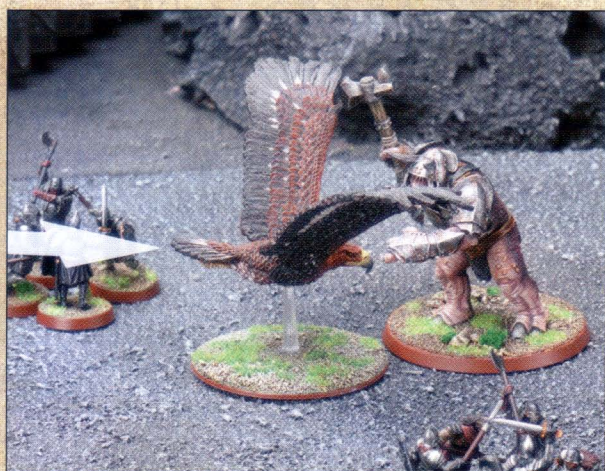


Endless Horde

When an Evil model is killed it is removed from play as normal but can re-enter play in the next turn. The model re-enters from the board edge behind the Black Gate. The only Evil models that cannot return in this way are Gollum, the Mouth of Sauron and the two Nazgûl on Fell Beasts. Once these models are killed, they are removed from play for the rest of the game.

► ENEMIES WITHOUT NUMBER

Aragon killed this Troll Chieftain last turn. In this turn, it re-enters the board from behind the Black Gate.



The Eagles are Coming

Gwaihir and an Eagle companion arrive at the Black Gate during the Good player's Move phase of Turn 5. As they have dived down from the skies above, they may be placed anywhere the Good player chooses, even into combat. After that they move around the battlefield as normal.

◀ DIVING ATTACK

On the turn Gwaihir arrives he can be placed directly into combat with any foe the Good player chooses.

*'I can't carry it for you,
but I can carry you!'*

SAM™

The Power of The Ring

Every turn the Evil player may use the malicious power of The One Ring to hinder Frodo's journey to the Cracks of Doom. The Ring has three powers that are used exactly like magic spells. Every turn, The Ring has one point of Will that it can spend in an attempt to use one of the following powers: Exhaustion, Corruption and Lure of The Ring.

Exhaustion

Dice score to use: 3+.

The burden of The Ring proves too much for the Ringbearer this turn and a debilitating exhaustion overtakes Frodo, dragging the Hobbit to the floor. For the turn in which this power is active, Frodo must make a Courage test for every 2cm/1" he wishes to move. If he succeeds, he moves forward 2cm/1" and must test again to move further. If he fails, Frodo is laid down, moving no further that turn. Additionally, Frodo must expend half his movement standing up in the next turn.

► LONG JOURNEY

After passing three of his Courage tests, Frodo fails the fourth and collapses to the ground. In the next turn, Frodo may only move 4cm/2" as he has to stand up.





BATTLE GAME

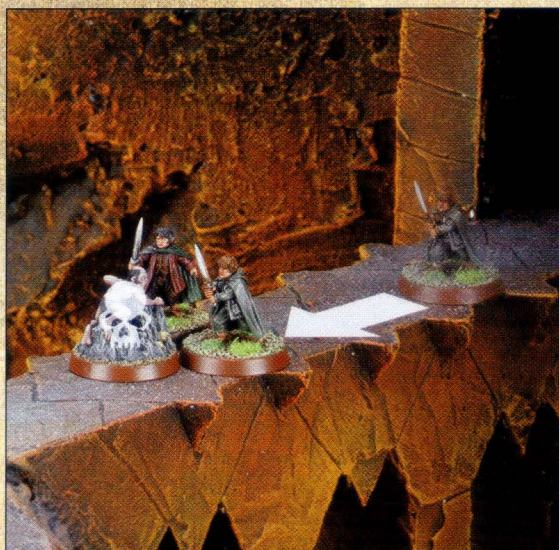
Corruption

Dice score to use: 4+.

The oppressive menace of The Ring has a corrupting influence on all who carry it – even Frodo is not immune to these incessant whispers of evil. The Evil player rolls a dice and compares the result to Frodo's current Courage score. If the dice score is equal to this or higher, Frodo's Courage is lowered by one point for the remainder of the game. The Ringbearer can be affected by this power more than once, and if Frodo's Courage is ever reduced to zero he has fallen completely under the power of The Ring and the game ends.



◀ **CORRUPTED**
Having already eroded one point of Frodo's Courage, the Evil Player now only needs to roll a 5 to corrupt the Hobbit a second time.



► **TO THE RESCUE**
Gollum attacks Frodo in the Evil player's Move phase. In the Good player's Move, Sam charges in to help his friend.

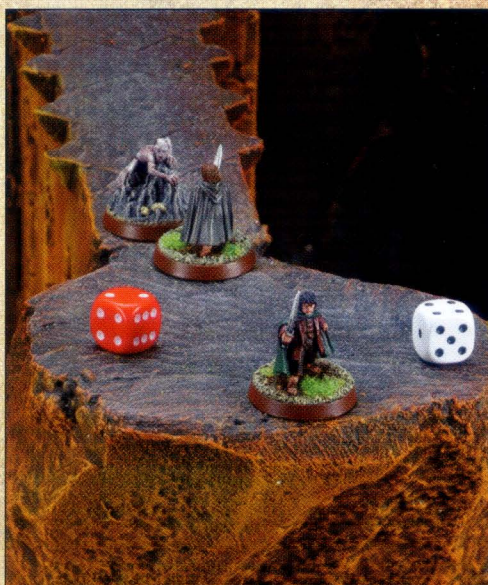
Lure of The Ring

Dice score to use: 5+.

The shadow of The Ring follows all those who have carried it and Gollum is particularly susceptible to its lure. Unable to break his desperate need for The Ring, Gollum will follow it to its ultimate fate. By using this power, The Ring can provoke Gollum to attack the Ringbearer. Gollum ambushes the Ringbearer and is placed in base contact with Frodo. They then fight as normal during the Fight phase, before Gollum disappears into hiding at the end of the turn. If Gollum is killed, then The Ring can no longer invoke this power. If Frodo is ever killed, the game ends.

Destroying The Ring

The Ring is not easily destroyed. Its own potent will is a powerful force, longing to return to its master. In order to destroy The Ring, the Ringbearer must be in base contact with the edge of the rocky precipice and then enters into a contest of wills with The Ring itself. Both players roll a dice and compare results. The player that rolled the highest wins the contest of wills that turn. If the results are the same, the dice are re-rolled until there is a clear winner. Frodo may spend his Might points on this roll. If the Good player wins the contest three turns in a row, Frodo has defeated The Ring's will and throws it into the lava, destroying it completely. If the Evil player wins three contests in a row, Frodo has succumbed to The Ring forever and the game ends.



◀ **CONTEST OF WILLS**
Frodo has won the second contest in a row. If he wins the contest in the next turn, then The Ring will be destroyed forever.

DWARF ADVENTURER



DWARF ADVENTURER



EASTERLING™ BANNER BEARER



ARWEN™



ARWEN™



EASTERLING™ WARRIOR



EASTERLING™ WARRIOR



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EASTERLING™ WARRIOR





WINNING THE GAME

The Good Player wins if:

- Frodo successfully throws The Ring into the lava at Mount Doom.

The Evil Player wins if:

- All the Good Heroes (excluding Gwaihir or his Eagle Companion) are killed at the Black Gate.
- Frodo is killed by Gollum.
- Frodo's Courage is reduced to zero.
- Frodo succumbs to the power of The Ring.



Good Tactics

Kenton – 'This is it, the final showdown, and all I have to do is keep my Heroes alive long enough for Frodo to dispose of The Ring. To accomplish this, I've decided to split my forces into two groups – a blocking force to deal with the reinforcements coming through the gate, and a second group who will make a run for one of the board edges. Hopefully, this will prevent *Jes* from concentrating his superior numbers and turning my brave Men into Troll food.'



▲ FOR FRODO

Aragorn and his Men prepare to sell their lives dearly.

Evil Tactics

Jes – 'I'm looking forward to this game, as it gives me the chance to see if I can stop Frodo from destroying The Ring and change the fate of Middle-earth. My plan is to use the Mouth of Sauron and my Nazgûl's magic to hinder *Kenton*'s Heroes, then use my hard-hitting Trolls to deliver the final killing blows. The rest of my troops will be used to try and keep the remaining Good characters in combat until I'm ready to deal with them.'



▲ FURY OF MORDOR

Sauron sends all his evil minions to kill the King of Gondor.



Battle is Joined *Turns 1-2*

In the first turn of this game, Good has priority and Kenton sets his plans in motion. Meanwhile, Jes positions his minions in readiness to crush the Armies of the West.

Desperate Tactics



T Kenton – ‘There are an awful lot of Evil models I have to contend with in this game, especially since Jes can use the Endless Horde special rule. To help counter this problem, I moved Gandalf and his Warriors of Rohan away from Jes’s troops on the left. Hopefully this will allow me to concentrate my strength against Jes’s forces on the right. This advantage won’t last forever, though, so I have to make the most of it while I can.’

The Gates of Mordor

i Hoping to inflict as much damage as he could in the early stages of the game, Kenton charged his three strongest fighters straight toward the Black Gate. Sending the Troll Chieftain forward, the Mouth of Sauron hung back and cast Terrifying Aura on himself, before targeting Aragorn with his Drain Courage power. Jes hoped that this combination would keep the mighty Aragorn at bay long enough for the Troll Chieftain to get stuck in and kill the King of Gondor.





The Right Flank



ii On the Good side's right flank, Éomer led a joint force of Rohirrim and Gondorian warriors against several Orcs and a Troll. Éomer is a sturdy warrior, having proven his worth in several games prior to this one, so Kenton was confident of the Rohan warrior's success. Charging him into single combat with the Mordor Troll, Kenton was surprised when Jes managed to make a slew of good dice rolls – causing 3 wounds to Éomer. Spending all his Fate points, Éomer failed to succeed with any of the rolls and Kenton reluctantly removed him as a casualty.



KEY

GOOD SIDE MOVES

EVIL SIDE MOVES

TACTICS

T

Next Pack...

The Final Conflict

While the battle rages at the Black Gate, Frodo and Sam slowly make their way up the treacherous slopes of Mount Doom. The action of this Battle Report concludes in the next Pack of *Battle Games in Middle-earth*, where we discover if Aragorn and the forces of the Free Peoples can successfully hold out against the Mordor horde long enough for Frodo to destroy The Ring.





Easterling™ Captain

Clad in exotic armour and wielding weapons of devious design, the Easterlings have marched far to answer Sauron's call to arms. Here, we show you how to paint your Easterling Captain model, focusing on his elaborate armour.



The Easterlings are unlike any foe the armies of the west have faced so far. Their extensive martial skills are evident in their disciplined bearing, combat formations and military equipment. Hailing from the eastern lands of Rhûn, far beyond the borders of Mordor, these warriors care little for the fate of the west. Because the most striking aspect of these mysterious warriors is their arms and armour, this Painting Workshop will focus on how to capture the distinctive bronze colour of the elaborate battle-dress.

◀ DANGEROUS ADVERSARIES

The warriors of the west have not faced such determined and disciplined soldiers in the Dark Lord's armies before.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
HAWK TURQUOISE
DWARF BRONZE
SHINING GOLD
BURNISHED GOLD
MITHRIL SILVER
BLUE INK

CHESTNUT INK
RED GORE
BLOOD RED
VOMIT BROWN
CODEX GREY
SCORCHED BROWN

GRAVEYARD EARTH
SKULL WHITE
BRONZED FLESH
BOLTGUN METAL
CHAINMAIL
BLACK INK



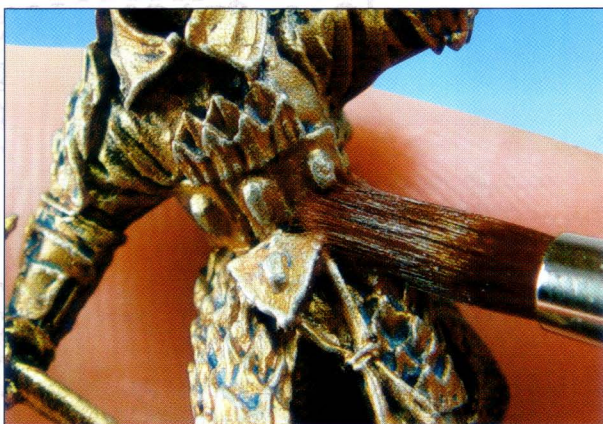
1 Base Colour

Bronze has a tendency to collect verdigris in deep recesses. This is a reaction between the metal and the oxygen in the atmosphere – like rust on iron. The result is a blue-green staining in the deepest grooves, where it cannot easily be wiped away. In order to recreate this effect on the model's bronze armour, it is first undercoated with Chaos Black, and then all the armour is painted with a flat coat of Hawk Turquoise.



◀ A base colour of Hawk Turquoise provides an excellent tone for the blue verdigris.

➤ The gold colour of the armour can be built up by carefully dry-brushing progressively lighter tones of paint.

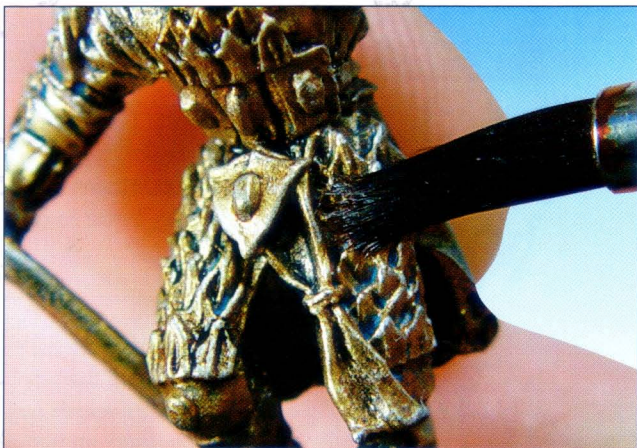


2 Gold Highlights

Once the armour's Hawk Turquoise base has been applied, the golden bronze colour can be built up. First, apply a heavy dry-brush of Dwarf Bronze over all of the armour so that the Hawk Turquoise shows through only in the deepest recesses. Next, apply a dry-brush of Shining Gold, followed by a lighter dry-brush of Burnished Gold. The final highlights are achieved with a very light dry-brush of Mithril Silver.

3 Shading the Gold

To shade the armour, mix a small amount of Blue ink with some Chestnut ink. Thin this down to create a wash and apply it over the armour, letting the ink run between all the cracks. Be careful not to apply the ink wash too thickly, as this will obscure the Hawk Turquoise verdigris too much. Once the ink is dry, a very light dry-brush of Mithril Silver can be applied to reset the final highlights.

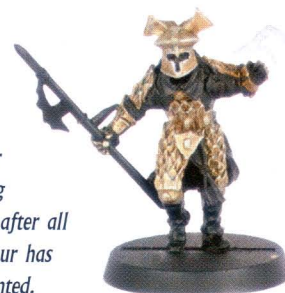


*'Wicked men! Servants of Sauron.
They are called to Mordor.
The Dark One is gathering
all armies to him.'*

SMÉAGOL™

◀ A thin ink wash will run into the cracks and bring out the definition between the armour plates.

➤ Your Easterling Captain, after all the armour has been painted.





4 Red Uniform

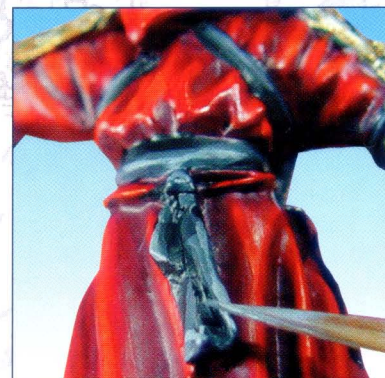
A counterpoint to the golden bronze colour of the Easterling's armour is the deep red uniform that he wears. To paint this cloth, first mix a small amount of Chaos Black in with some Red Gore, deepening the tone. Apply this as a base colour to all the cloth areas on the model. Next, apply progressively lighter highlights by mixing in first more Red Gore and then Blood Red. Finally, mix in a small amount of Vomit Brown for the final highlight.



◀ Mixing a small amount of Chaos Black with the Red Gore provides a deep base colour for the highlights to contrast against.

5 Black Cloth

The Easterling Captain's trousers and straps are all black. First, ensure that all these areas have an even coat of Chaos Black. Next, mix Chaos Black with some Codex Grey for the first highlight. Finally, apply Codex Grey to the edges as the last highlight.



► The black cloth can be highlighted with Codex Grey.

6 Sturdy Boots

Easterling Warriors wear tough boots of brown leather that can endure their rigorous marches. First, apply a base colour of Scorched Brown. Follow this with a series of highlights, created by mixing increasing amounts of Graveyard Earth into the Scorched Brown.



▲ Mixing Graveyard Earth with the Scorched Brown base colour creates the highlights for the boots.

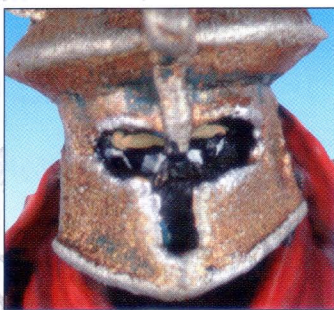


◀ With all the cloth areas painted, all that remains are the weapon and final details.



7 Warrior's Eyes

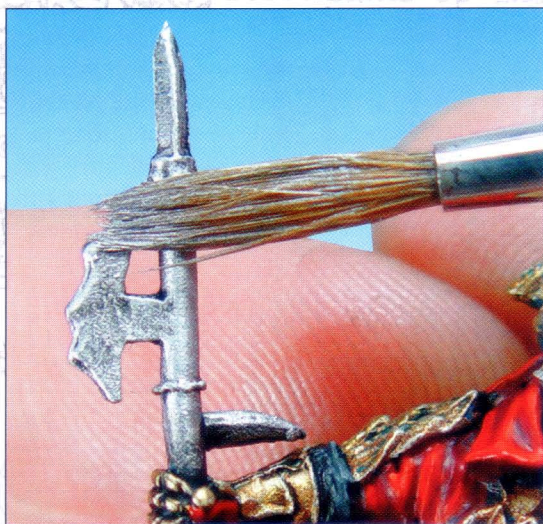
The Easterling Captain's enclosed helmet means that it's important to paint his eyes, to provide a facial focal point. These can be painted on this model by carefully applying a Skull White stripe across the eyes. Next, carefully paint a dot of Chaos Black in the centre of each eye. Finally, Bronzed Flesh can be painted on the brow above each eye.



➤ If, while painting the eyes, some of the paint strays onto the helmet, just re-paint the area as needed.

8 Exotic Weapon

The Easterling's elaborate weapon has a silver head and black haft. The haft is painted Chaos Black and then highlighted with Codex Grey in the same way as the trousers in Step 5. The head of the weapon is first dry-brushed Boltgun Metal, followed by a dry-brush of Chainmail. Next, a light dry-brush of Mithril Silver is applied. Thinned-down Black ink is painted over the blade as a wash, before a final highlight of Mithril Silver is dry-brushed on.



➤ A final dry-brush of Mithril Silver over the ink wash re-establishes the highlights.

9 Final Details

As a final piece of detail to distinguish your Easterling Captain you can paint embroidered symbols onto the trim of his helmet scarves. Using a fine detail brush, carefully paint symbols around the edges of the cloth hanging from his helmet. These symbols can simply consist of lines and dots arranged as you please. Once that last piece of detail has been added, you can base the model ready for play.

➤ A simple series of lines and dots are all that is needed.



➤ Painted and based, this Easterling Captain is ready to lead his warriors into combat against the forces of the west.





The Black Gate™

Guarding the way to Mordor, the Black Gate stands like a brooding sentinel of evil, its armoured buttresses a grim warning to all who would trespass in the Dark Lord's domain. Here, you will learn how to build this imposing model.



The Black Gate has stood for long centuries, marking the entrance to the lands of Mordor. Built of massive blocks of stone and heavy plates of steel, it is an intimidating sight to any who would dare assault the blighted lands of Sauron. The mighty gates themselves each weigh hundreds of tonnes and only with the efforts of muscle-bound Trolls can they be opened and closed. Atop the serrated battlements thousands of Orc warriors cast their hateful gaze to the west, toward the lands of Men.

In this Modelling Workshop we will show you how to construct a model of this impressive and imposing structure, using the modelling skills you have learnt from previous Packs. This model will also be used with your Mordor modular boards from Pack 44, allowing you to create a sizeable battlefield for this Pack's Battle Game.

◀ EDIFICE OF EVIL

The Black Gate stands as a testament to the iron will and power of Sauron himself.

YOU WILL NEED

Modelling Essentials

In addition to the usual modelling essentials, you will need:

**MDF, PLYWOOD OR
PINE BOARD 120CM/4'
BY 60CM/2'**

**5CM/2" THICK MDF,
PLYWOOD OR
PINE BATTENS**

STYRENE

HOT WIRE CUTTER

FOAM CARD

TWO CARDBOARD TUBES

**TWO PLASTIC
DESSERT POTS**

CARDBOARD

CARTRIDGE PAPER

BALSA ROD

**CHAOS BLACK,
BOLTGUN METAL, AND
FORTRESS GREY
ACRYLIC PAINTS**

**BLACK AND BROWN
INKS**

Pots and Tubes

Cardboard tubes can be found in many different sizes and shapes, such as snack containers, toilet rolls, poster tubes and paper towel rolls. Likewise plastic dessert pots can also be found in a variety of sizes. It is essential when choosing these items that they are of a similar diameter so that later they can be fitted together.

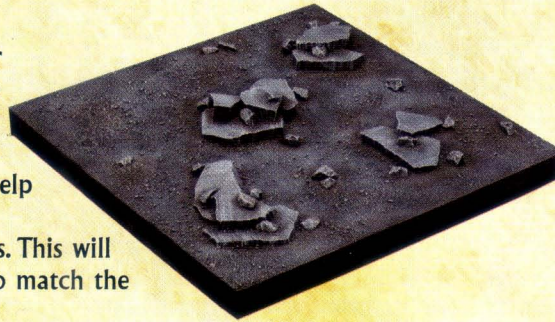




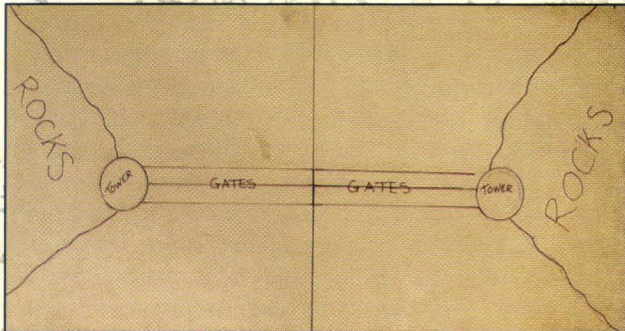
RECAP

Mordor Modular Terrain

The Black Gate is part of the cursed land of Mordor and, as such, can be made to be compatible with the modular terrain you created in Pack 44. This means that the size and shape of its base will need to be as close to that of the modular boards as possible. To help ensure this, it can be useful to have a section of the modular terrain on hand during the building process. This will also help when painting your model, allowing you to match the colours of the grey wastes of Sauron's domain.



◀ **PLAINS OF MORDOR**
The Black Gate sits on the borders of Mordor.



▲ PLANNING THE GATES

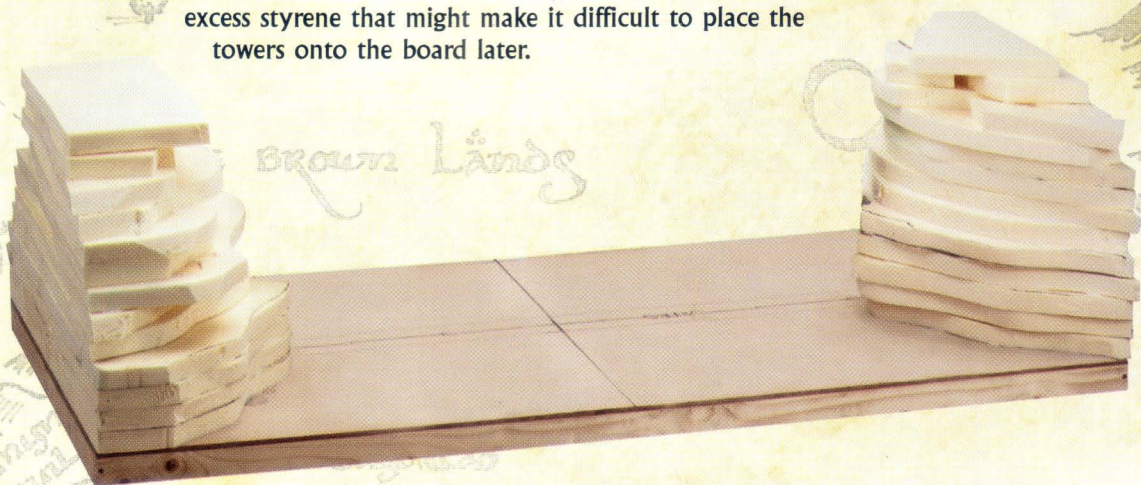
To make sure your gates are centred on the middle of your baseboard, it can be useful to draw a line dividing it into two 60cm/2' squares.

2 Adding Mountains

With a plan in place, the next step is to add the two rocky slopes. These are created in the same way as hills and rocky outcrops from previous Packs, such as the rocks of Cirith Ungol in Pack 41 and the hills from Pack 65, by building up progressively smaller layers of styrene and then cutting them to shape using a hot wire cutter. When creating the rocks, make sure that you keep the area marked out for your towers clear, cutting away any excess styrene that might make it difficult to place the towers onto the board later.

► MORDOR PASS

The rocky slopes on either side of the board will anchor the gate in place and create a dramatic frame for it.



1 Building the Base

The first thing you will need to make for your model is a solid baseboard on which to construct your gate. This is important, as the length of the model and the weight of the gates would be too great for a styrene base. Using a sheet of MDF, plywood or pine, build a 120cm/4' by 60cm/2' board, in the same way as the one detailed in Pack 74's Modelling Workshop.

Once you have constructed the baseboard, the next step is to draw a clear plan of the gates onto its top surface. This will help later to make sure your gates can open and close. The gates themselves should be about 30cm/12" long, and will sit in the centre of the board, flanked by two rocky slopes. Attaching the gates to these rocks will be two towers, each made from a cardboard tube, as shown in step 3.



3 The Gates and Towers

Each gate is a foam card box reinforced with a styrene centre, created in the same way as the Minas Tirith walls presented in Pack 55, with the addition of a cardboard tube tower attached to one end. When constructing the gates, use your cardboard tubes to trace out a semi-circle onto the pieces of foam card that will form the top and bottom of your foam card box. This will make a rounded end to which the towers can be attached. The height and width of these boxes is determined by the length and diameter of your tubes respectively.



◀ ATTACHING THE TOWERS

Cut semi-circles out of the gate ends, using the cardboard tubes as a guide. This will ensure that it is a neat fit when you come to attach your towers.

► GOOD FIT

Matching the diameter of your plastic pot and your cardboard tube is vital to creating a tight fit that will still allow the gate to move freely.



4 Tower Hinge

To allow the gates to open and close, you will need to create a special kind of hinge, which will connect them to the board. This hinge works by plugging an upside-down dessert pot into the open end of a cardboard tube. As long as they are of a similar diameter, the dessert pot will be able to rotate within the tube. Once you are confident of their fit, remove the pot from the tube and glue it onto the table where you have marked out the base of your towers. Once it is firmly in place, you will be able to place your constructed gates onto it.





5 Details and Painting

With the basic structure of the gates and board complete you can now add some details to bring out the dark and brooding feel of this evil structure. This consists of creating the ridged metal plates and jagged crenellations from pieces of card, which will cover the front of the gates and towers. Use the templates presented here as a guide to get the right size and shape for the card spines and crenellations. Each of these will then need to be bent into a V shape, by scoring a line down their length, before they are used to clad the outside of the gates.



► SHORT CRENELATIONS

These are each about 5cm/2" wide and 3cm/1" high.



◄ SHORT SPINES

These are about 10cm/4" in length and of equal width to the long spines.



◄ LONG SPINES

These pieces of card should be about 3cm/1" wide and equal to the height of the gates.

▲ LONG CRENELATIONS

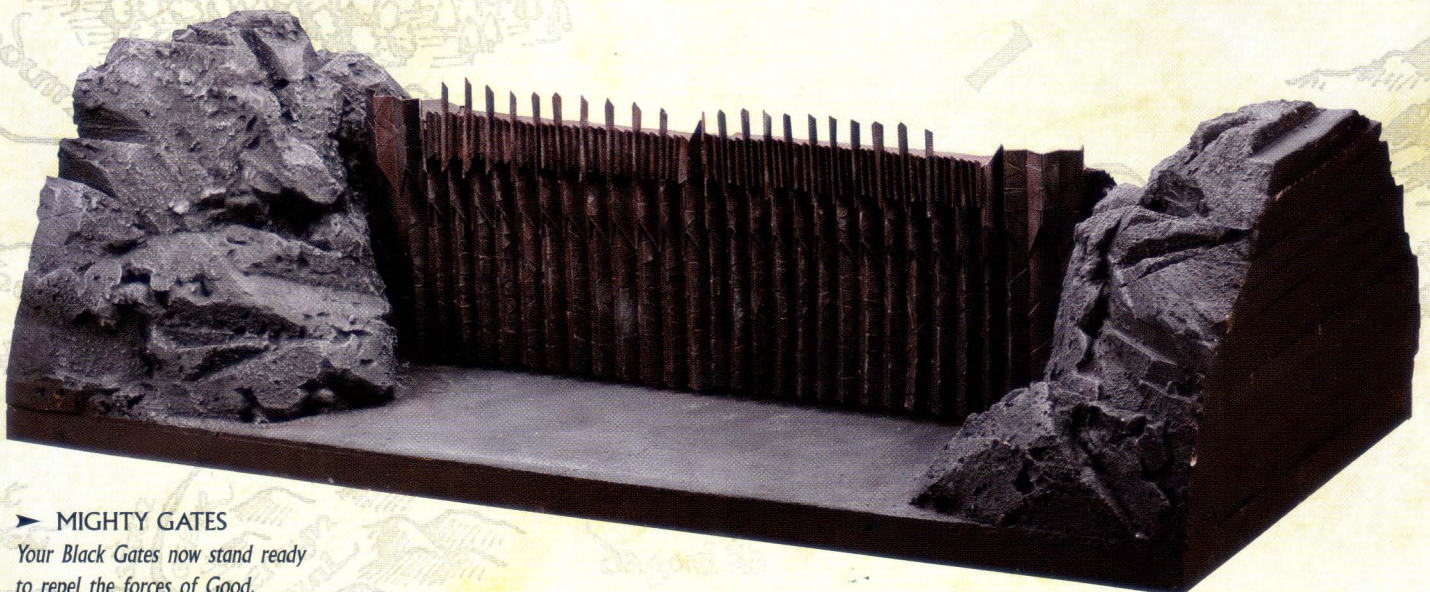
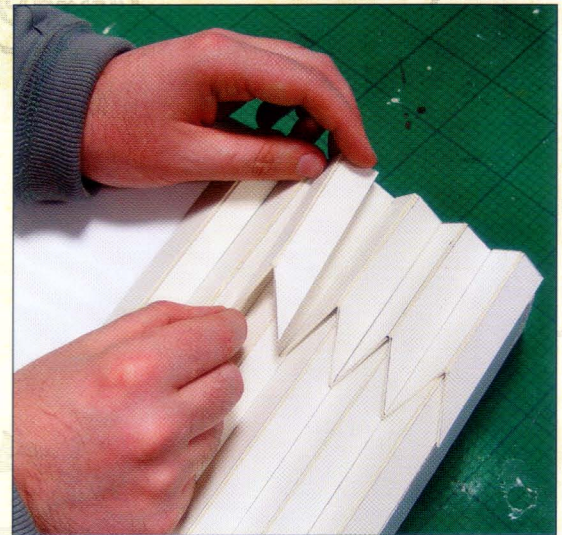
Each of these is about 1cm/½" wide and 5cm/2" high.

Starting with the long spines, cover the front of each gate. Continue by adding the short spines over the long ones along the top of the gate. Next, add the crenellations, alternating long and short, along the top edge of the tower and gates. To make the card crenellations stronger you can use small lengths of balsa wood rod. Glue them onto the backs of each crenellation so that they run down their length, helping to reinforce the V shape. Finally cover the entire gate with cartridge paper triangles in the same way as the scaled armour on the Mordor Siege Towers from Pack 72.

The gates can be painted with the same colours and technique used on the metal sections of the Mordor Siege Towers, while the rocks and base can be textured and painted in the same way as the Mordor modular boards.

► LAYERING THE SPINES

Layering the pieces of card used to clad its exterior creates the unique armoured look.



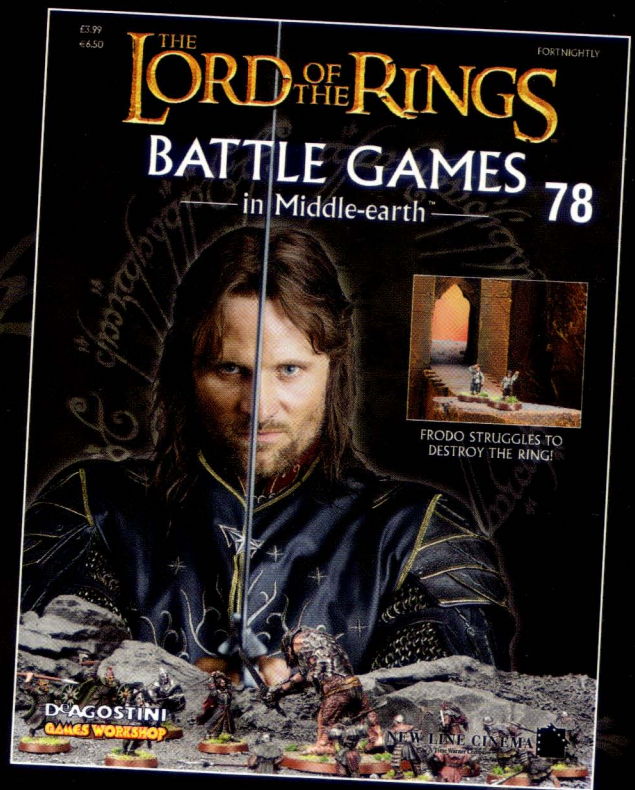
► MIGHTY GATES

Your Black Gates now stand ready to repel the forces of Good.

IN YOUR NEXT GAMING PACK...

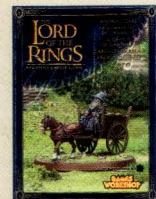
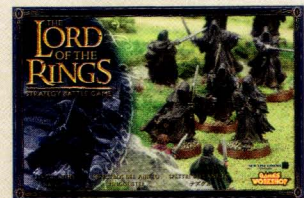
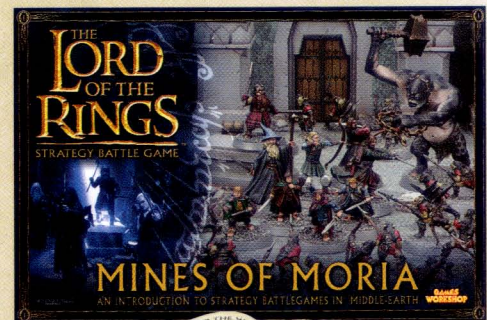
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