

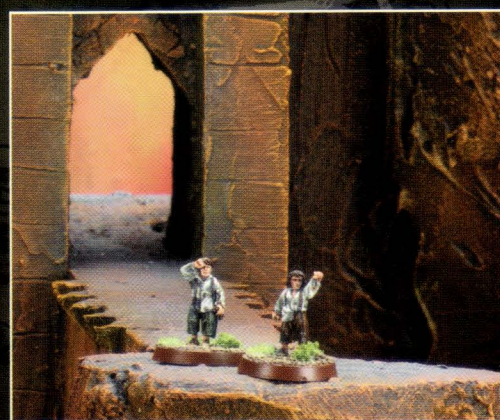
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THE LORD OF THE RINGS

BATTLE GAMES 78

— in Middle-earth™ —



FRODO STRUGGLES TO
DESTROY THE RING!



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Guide to Middle-earth 1

The War of The Ring draws to an end – Aragorn leads the assault on the Black Gate, while Frodo climbs Mount Doom to destroy The Ring.



Playing the Game 2-5

Fight for the fate of Middle-earth in the final part of 'The Return of the King' campaign – 'The End of All Things'.



Battle Game 6-13

In the second part of our Battle Report, the heroes fight for their lives at the Black Gate, while Frodo struggles against the will of The Ring itself.



Painting Workshop 14-17

Paint your Aragorn, King Elessar miniature, ready to confront the forces of Mordor at the battle of the Black Gate.



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The Final Battle

In the wake of their victory at Minas Tirith, Aragorn and his army have marched to the Black Gate to draw out Sauron's forces, and avert the Dark Lord's gaze away from Frodo long enough for the brave Hobbit to destroy The Ring.

'Let the Lord of the Black Land come forth! Let justice be done upon him!'

ARAGORN™

In this Pack's Playing the Game, we conclude 'The Lord of the Rings' campaign with the heroes' final confrontation with Sauron, and the Ringbearer's ascent of Mount Doom to destroy The One Ring. In the Battle Game, we present the second part of our Battle Report, 'The End of All Things', following the final struggle to destroy Sauron's power. In the Painting Workshop, we will show you how to paint your Aragorn miniature. Finally, in the Modelling Workshop, we present a step-by-step guide to creating a spectacular Mount Doom gaming board.

Frodo's quest is almost at an end. After a long and arduous journey, fraught with danger, he has at last arrived in the scorched lands of Mordor. All that remains now is for him to climb the treacherous slopes of Mount Doom and cast The One Ring into the lava below. Hoping to grant the young Hobbit time to complete his task, Aragorn has gathered his warriors for one last confrontation with Sauron's armies in the shadow of the Black Gate. Despite overwhelming odds, Aragorn hopes that his actions will draw the Dark Lord's eye, giving the Ringbearer his chance. It is a gamble that will either spell an end to the threat of Sauron and his war against the Free Peoples, or herald a new age of darkness and tyranny under a triumphant Dark Lord of Mordor.

► END OF AN AGE

Aragorn leads his people in their final battle against the Dark Lord.





The Third Age Ends

At last, the Free Peoples' epic struggle against the Dark Lord is coming to an end. In this, the final part of 'The Return of the King' campaign, the Heroes will face the ultimate battle against Sauron and decide the fate of all Middle-earth.



▲ FATE OF THE WORLD

The destiny of all Middle-earth hangs by a thread as the Ringbearer struggles to destroy The One Ring.

The tyranny of the Dark Lord has set the world alight with the flames of war and the clamour of battle. Against this naked aggression the Free Peoples have banded together, rallying in the face of his armies. Through blood and sacrifice they have resisted Sauron, with the aid of bold heroes and brave soldiers. Now, at last, the final battle for Middle-earth is about to be fought, by the Heroes in the shadow of the Black Gate, and by the Ringbearer on the slopes of Mount Doom.

This Playing the Game presents the final instalment of 'The Return of the King' campaign, detailing the Heroes' final battle against the Dark Lord. We will also take a look back at the epic 'The Lord of the Rings' campaign and the course it has taken from beginning to end. In addition, we will offer some ideas for using a Fellowship of the Ring – chosen at the Council of Elrond – in regular Battle Games.

Survivors of Minas Tirith

The previous Battle Game may have taken its toll on the Good player's forces, seeing the death of several key Heroes. If any members of The Fellowship have been killed, the Good player may replace some of them with the following characters before playing 'The End of All Things' Battle Game.

- The Guide may be replaced with any of the choices for this role from the Council of Elrond, provided the replacement has not rolled a 1 on the 'Death of Hero' table previously in the campaign.
- Any Warriors may be replaced with any Heroes that fought at the Siege of Minas Tirith and survived, who are not already members of The Fellowship.



▲ UNEXPECTED AID
Celeborn arrives to replace Gandalf for the final battle.



The End of All Things

The Ringbearer and his Companion struggle up the burning slopes of Mount Doom to destroy The One Ring, while before the Black Gates, the heroes of The Fellowship gather for one final battle against the armies of the Dark Lord.



The fate of The One Ring and the destiny of Middle-earth now hang in the balance. Even as the Ringbearer nears his goal, there is still much danger and peril to overcome before he can cast the cursed object he carries into the fires of Mount Doom. Meanwhile, the Heroes have ridden to the Black Gate to draw the attentions of the Enemy long enough for the brave Hobbit to complete his task. However, the battle with Sauron's forces at Minas Tirith was only a taste of the Dark Lord's power, and the Heroes have yet to face the full force of his wrath.

◀ END TIMES

In the cursed land of Mordor, the Ringbearer comes to the end of his quest.

Playing the Battle Game

'The End of All Things' scenario was presented in Pack 77, but is played in this campaign with the following changes:

- Instead of using the combatants listed, both Good and Evil players have 1200 points with which to build their forces.
- The Good player's force must include all surviving members of his chosen Fellowship. It should also include Gwaihir and an Eagle chosen from Pack 54. Other than these, he must select his models from the 'Forces of Rohan' from Pack 18 and the 'Forces of Gondor' from Pack 23.
- The Evil player must create his army using the 'Forces of Mordor' from Pack 24. It must include the Mouth of Sauron.
- Remember that in this scenario the Good player's chosen Ringbearer and Companion will replace Frodo and Sam on the Mount Doom board.

RESULTS

- Whoever wins this scenario will win the campaign.



▲ BATTLE AT THE GATE

The forces of Good and Evil meet for their final battle before the Black Gate.



The Lord of the Rings™ Campaign

Detailed here is an overview of the epic three-part campaign, providing an invaluable reference if you wish to play it from beginning to end.

THE FELLOWSHIP OF THE RING

Pack 59 – Flight to the Ferry – Escape from Orthanc – Escape from Bree – Attack at Weathertop
The Hobbits begin their epic journey, hunted by Sauron's foul servants – the Nazgûl.

Pack 60 – The Council of Elrond
Choose your own Fellowship for the adventures to come.

Pack 61 – The Watcher in the Water – Lost in the Dark – Balin's Tomb – The Bridge at Khazad-dûm
The Fellowship braves the perils of Moria.

Pack 62 – Crossing the Silverlode – Gifts of the Elves – Ambush at Amon Hen – The Fellowship Broken
The Fellowship receives gifts from Galadriel, but is then broken at Amon Hen.



THE TWO TOWERS

Pack 67 – Ambush in Ithilien – The Forbidden Pool – The Fords of Isen – The Wrath of Rohan
The Ringbearer continues his quest and the war for Rohan begins.

Pack 68 – Message to Edoras – Hold the Fort – Restore the King
– Retreat from Edoras – Assault on Edoras
The Heroes arrive in Edoras and aid the Rohirrim against Saruman.

Pack 69 – Helm's Deep – The Deeping Wall – Retreat to the Hall – Breach the Dam
– Escape from Osgiliath – Assault on Orthanc – The End of the War
The mighty siege of Helm's Deep and the final battles of the war for Rohan.



THE RETURN OF THE KING

Pack 76 – Shelob's Lair – Treachery at Cirith Ungol – River Assault – The Doomed Charge
The Ringbearer makes his way into Mordor while Gondor comes under attack.

Pack 77 – Siege of Minas Tirith
The enormous Battle Game for the fate of Gondor.

Pack 78 – The End of All Things
The final battle for Middle-earth and the end of 'The Lord of the Rings' campaign.





Fantasy Fellowship

One of the most exciting aspects of 'The Lord of the Rings' campaign has been the chance to create your own Fellowship of The Ring. Changing the members of The Fellowship can have a dramatic effect on a scenario, altering its outcome. While the scenarios in the campaign have been altered to take this into account, it is also possible to use your Fellowship in other kinds of scenarios. You should feel free to use them in scenarios not presented in the campaign, as long as your opponent agrees and you bear in mind that it may tip the balance in favour of one of the players.

► ALTERNATIVE HISTORY

Creating your own Fellowship gives you the chance to explore what might have been.



Special Equipment

Throughout the campaign, there have been places where the members of The Fellowship received special equipment and weapons, such as the Elven Cloaks from Lothlórien or Balin's Axe from the depths of Moria. While these items are intended to enhance the flavour and excitement of 'The Lord of the Rings' campaign, there is no reason you could not use them in your regular games if you choose. Remember that, because these items were designed for use in the campaign scenarios, you should get your opponent's permission before using them in regular games.

◄ A LIGHT IN THE DARK

The light of Eärendil is one of the gifts given to The Fellowship by the Elven Queen Galadriel.

Further Gaming

Hopefully, 'The Lord of the Rings' campaign and all its many and varied rules have given you ideas for creating your own scenarios, as well as how to go about making changes and additions to your Heroes. Armed with this knowledge, you should feel free to experiment with variant rules and specialised scenarios, limited only by your imagination.

► WORLD OF ADVENTURE

The Lord of the Rings offers endless opportunities for scenarios and campaigns set in the exciting world of Middle-earth.





The End of all Things *Turns 3-4*

In the first few turns of this Battle Report, we saw Kenton's Good forces charge into battle against Jes's Morgul horde. Here, we rejoin the action at the start of Turn 3, as Kenton's Heroes continue to fight in order to buy Frodo more time.

Battle Report – Part 2

Aragorn and the armies of the west are arrayed before the Black Gates of Mordor. Their plan is to draw out Sauron's forces and engage them in combat, in a bid to give Frodo more time to reach the Cracks of Doom and destroy The One Ring. In the last Pack, we saw the forces of the west suffer an initial setback with the death of Éomer. With Kenton's right flank about to collapse and Aragorn being victimised by Jes's magic, things aren't looking too promising for the forces of Good.

The Nazgûl Strikes

i Legolas came close to causing a Wound on one of the Nazgûl with his deadly archery. Spotting his Ringwraith's vulnerability, Jes first Transfixed Legolas and then charged him with one of his Fell Beasts. In the combat, Legolas had to spend his remaining point of Might in order to win the fight. In the next turn, Gandalf charged in to help the beleaguered Elf. However, the Ringwraith proved the better fighter and the Fell Beast tore into Legolas, causing 2 Wounds, forcing the Elven Prince to spend all of his Fate to survive.



KEY

GOOD SIDE MOVES

EVIL SIDE MOVES



Aragorn Falters



ii In the combat at the gate itself, the situation rapidly turned sour for Kenton's forces. Jes executed a well-planned manoeuvre – first using his Nazgûl's Sap Will power on Aragorn, and then Transfixing him with the Mouth of Sauron. He finished by charging the Troll Chieftain and Orc Captain into battle with the now helpless king. The Evil side easily won the combat and 2 Wounds were inflicted on Aragorn. Elsewhere in the same melee, Merry was surviving turn after turn of being surrounded and attacked by five Easterling Warriors.



Gollum Attacks



iii On the slopes of Mount Doom, Kenton had been steadily moving Frodo and Sam closer to their goal. It had not been easy, as Jes continually tried to use The Ring's powers to Corrupt Frodo – succeeding on two occasions. Changing tactics, Jes used The Ring to lure Gollum out of hiding to attack the Ringbearer. Without Sam's help, Frodo was no match for the creature and suffered 2 Wounds, forcing the Hobbit to expend his Fate to survive. With only one Fate point remaining, Frodo was unlikely to survive another attack.



The Battle Continues

Turns 5-6

So far, Kenton's forces had managed to hold Jes's horde at bay. However, by the fifth turn of the game, many of his Heroes had suffered grievous wounds.

The Eagles are Coming



i Kenton's forces were beginning to feel the pressure of the mounting number of evil models. Unable to make an initial impact on Jes's force, Kenton's troops were beginning to be picked off. The beginning of Turn 5 heralded a brief moment of respite for the forces of Good, as Gwaihir and his Eagle Companion arrived. Charging straight into the Nazgûl, they began to tie up those powerful Evil models, preventing them from using their magic elsewhere.

Killing Blow

ii At the gate, Kenton won a key roll between Aragorn and the Troll Chieftain to decide who got to perform their Heroic Move first. By carefully removing enemy Control Zones, Kenton was able to find a way to move Aragorn past the enemy's lines and charge the Mouth of Sauron. Even with the Troll Chieftain joining the combat, Aragorn was able to win and kill the Mouth of Sauron – slaying the evil minion with ease and putting an end to his insidious spell-casting.



i



Time is Running Out



iii As the sixth turn drew to a close, Kenton and Jes surveyed the battlefield, each assessing how their forces had fared. The only losses the Evil side had suffered so far were the Mouth of Sauron and a smattering of Orcs. However, the Good side had suffered far worse. By this point in the game, Kenton had lost Éomer, Legolas, Merry and Pippin. Aragorn, Gandalf and Gimli were all severely wounded and only a single other warrior remained! The only redeeming factor was that the Eagles were effectively countering the Ringwraiths.



To the Rescue

iv Seeing an opportunity to win the game in a single stroke, Jes continued to attempt the use of the Lure of The Ring power in an attempt to slay the Ringbearer outright. Due to the high dice roll needed to use the power, Gollum was not immediately forthcoming. However, in the sixth turn the power worked. Unfortunately, it was in a turn where the Good player had priority – allowing Sam to join the vital combat. Armed with Sting, Sam was able to slay Gollum and save Frodo – all was not yet lost for Kenton.





Fate of Middle-earth™ *Turns 7-12*

Unable to slay the Ringbearer, Jes shifts his focus to wiping out the few remaining Heroes left among the Good forces. How long can Kenton hold out?

Will to Survive



i Buoyed by the reprieve granted at Mount Doom, Kenton decided to go on the offensive. Using the manoeuvrability of the Eagles to concentrate attacks upon the Nazgûl, Kenton was able to force one of the Ringwraiths to expend the last of its Will in combat, causing it to be removed as a casualty. Realising the other Nazgûl had more Will in its store, Gandalf targeted it with his Ultimate Sorcerous Blast power, inflicting a fatal wound that the Ringwraith was unable to prevent with the use of Fate points.

Buying Time

ii Jes was driving the entire Evil force toward the Gate, where the last few surviving Good Heroes were. Realising this, Kenton decided to move Gandalf and Aragorn away before they became surrounded and trapped. Gandalf, in a display of sorcerous might, blasted the Troll Chieftain, causing a wound, and then charged the beast in combat – winning and slaying it! Close behind, Aragorn easily dispatched the other Troll, giving them an escape route.





Valiant Last Stand



iii Gimli continued to fight at the mouth of the Black Gate. With his high Defence value of 8, he was able to survive assaults that would have slain lesser warriors. With enemies all around him, there were occasions when Jes was rolling 16 dice and failing to score any wounds – the Dwarf seemed invincible. When Aragorn and Gandalf made their break, Gimli was left behind – right in the path of a Troll Chieftain. Without pause, the hulking beast slew the doughty Dwarf and continued after the remaining Good Heroes.



The Cracks of Doom

iv With only Gandalf and Aragorn remaining to face down the entire Evil horde, both players could sense that the game's end was imminent. At Mount Doom, Frodo had reached the Cracks of Doom and Kenton and Jes began rolling to destroy The Ring. For the first roll, Frodo spent a point of Might to win. On the second roll, he spent the last of his Might to keep the advantage. On the next dice, Jes rolled a 5 – Kenton rolled and scored... a 6! The Ring had been destroyed, and the Good side had won in the face of impossible odds.



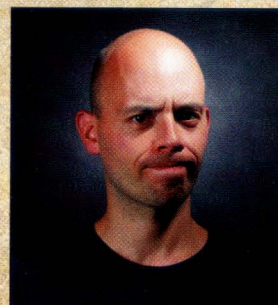


Conclusions

The fate of Middle-earth has finally been decided. After such a tense and challenging game, Kenton and Jes share their thoughts on how the battle went for them.

The Forces of Evil

Jes – ‘That turned out to be really close at the end, and on reflection I don’t think I made any major mistakes that cost me the game. One thing I would have changed, though, is how I used my Ringwraiths. In the early parts of the game I was spending far too much of their Will to cast spells, reasoning that they had plenty to spare. As it turned out, their magic was being easily resisted. The result of all this was that, in the middle stages of the game when the Nazgûl were in combat, they didn’t have the Will left to be effective.’



◀ DESTROYED

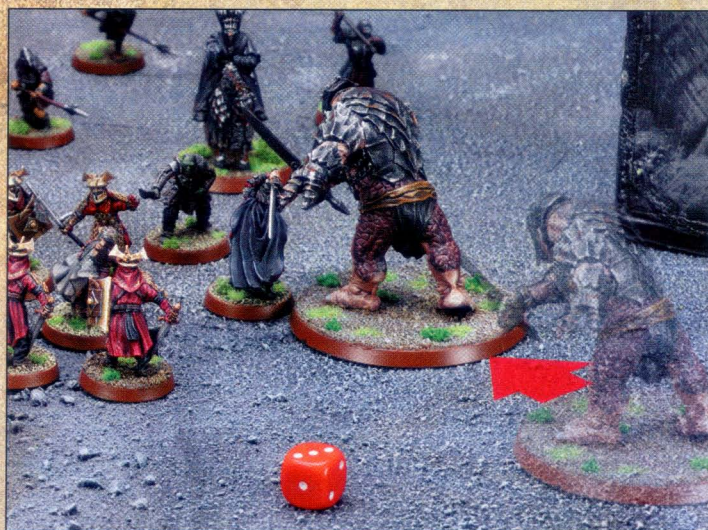
Jes’s empire of Evil crumbled when The Ring was finally destroyed.

Aragorn Unleashed

‘The game turned against me when Aragorn was able to make that key Heroic move and get into combat with the Mouth of Sauron. Kenton wisely chose to place his attacks against the sorcerer instead of striking the Troll Chieftain. With the Mouth of Sauron dead and the Nazgûl dealing with the Eagles, I had no magic to counter the effectiveness of Aragorn or Gandalf. This prolonged the game by a few turns and may have made the difference between victory and defeat for me.’

► LOSING THE INITIATIVE

If the Troll Chieftain had won the roll-off for the Heroic Move he would have charged Aragorn, preventing the King of Gondor from killing the Mouth of Sauron.



► WRETCHED CREATURE

If Gollum’s attacks had killed Frodo, Jes would have instantly won the game.



The Precious

‘Kenton had all the luck at Mount Doom. Because he won most of the priority rolls, I was unable to effectively use The Ring’s Exhaustion power and it was proving difficult to cast Corruption. In the end, I used the Lure of The Ring to summon Gollum, which paid off, as this almost killed Frodo. However, the next time Gollum arrived, Sam was able to join in and that was the end of Gollum and my last chance of ending the game quickly.’



Forces of Good

Kenton – ‘Not the best of starts, but Frodo and Sam didn’t let me down. Despite my cunning plans to break out and give Jes’s forces the run-around, Éomer’s untimely death was something I hadn’t made a contingency plan for. This initial smattering of bad luck caught me off-guard and forced me onto the back foot for most of the game. By the time I did break free, I only had Gandalf and a badly wounded Aragorn left. Fortunately, at Mount Doom, I had all the luck – making speedy progress and even managing to eliminate the threat of Gollum.’



◀ SAVIOUR

By successfully destroying The Ring, Kenton has saved Middle-earth.



Divide and Conquer

‘With hindsight, sending Éomer and only a handful of warriors to destroy all the Evil models on the right flank was probably a mistake. Reinforcing him with the hard-hitting Gimli or even Aragorn would have probably given me the edge I needed. I would have felt bad had I not charged Aragorn toward the gate – sometimes playing in the spirit of the game is more rewarding than winning.’

◀ TACTICAL MANOEUVRE

If Aragorn had led all of the Good warriors toward the right flank, Kenton may have had more success at the Black Gate – but it probably would have been less satisfying for him.

Lucky Hobbits

‘Unlike the disaster at the gate, Sam and Frodo’s journey up Mount Doom was more successful. Winning priority as often as I did prevented Jes from using The Ring’s power to slow Frodo down, and thanks to Sam dispatching the bothersome Gollum on his second appearance, the Hobbits’ journey to the Cracks of Doom was relatively uneventful. The roll-off at the end of the game was extremely tense, especially as I was down to just two Heroes at the gate. Two or three more turns could have ended the game before Frodo had a chance to destroy The Ring. In the end, I don’t think I had much luck in this game, except where it counted the most.’

► RINGBEARER

Frodo is finally able to cast off his burden and destroy The One Ring.





Aragorn, King Elessar™

After many trials and tribulations, Aragorn has finally reached Minas Tirith and claimed his birthright as the King of Gondor. Here, we show you how to paint Aragorn in the royal raiments that he now wears instead of his Ranger garb.



Having travelled the length and breadth of Middle-earth in the guise of the Ranger Strider, Aragorn's clothes became muddy and weather-worn. Though this apparel has served him well in the wilds, it is not the clothing of a king. Upon taking the throne of Gondor, Aragorn, now King Elessar, changes into more regal attire. Clad in the customary black and silver of Gondor, accentuated by a striking red, King Elessar stands out prominently on the battlefield. This Painting Workshop draws upon all the skills you have learnt from the previous Packs of *Battle Games in Middle-earth*, and will introduce the challenging new technique of blending.

◀ KING OF GONDOR

As leader of the nation of Gondor, Aragorn leads the Free Peoples of the west into the final battle against the forces of Mordor.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
BOLTGUN METAL
CHAINMAIL
MITHRIL SILVER
BLUE INK
BLACK INK
RED GORE

BRONZED FLESH
BESTIAL BROWN
TANNED FLESH
DWARF FLESH
ELF FLESH
SKULL WHITE
SCORCHED BROWN

KOMMANDO KHAKI
BROWN INK
HAWK TURQUOISE
FORTRESS GREY
GOLDEN YELLOW
SHINING GOLD



1 Chainmail Armour

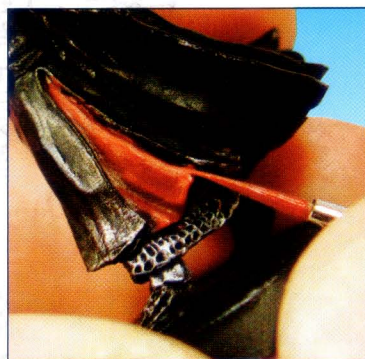
Once the model has been undercoated with Chaos Black paint, the metal chainmail armour can be painted with a series of dry-brushes. Start with Boltgun Metal and then use Chainmail, making each dry-brush layer increasingly lighter, before ending with Mithril Silver. Once the paint is dry, a mix of Blue and Black ink can be applied as a wash.



◀ Aragorn's chainmail armour is painted using the dry-brush technique.



◀ When painting the shirt, remember to also paint the collar.



2 Red Undershirt

Aragorn wears a long red shirt under his surcoat. As little of this shirt is actually showing, it can be painted using just the layering technique. Start by mixing a small amount of Chaos Black with Red Gore to form the base colour. Once this has been applied, it can be highlighted with Red Gore, followed by a final highlight of Red Gore mixed with a little Bronzed Flesh.

◀ To help maintain an even colour, only apply the highlights to the very edges of the shirt.

3 Aragorn's Flesh

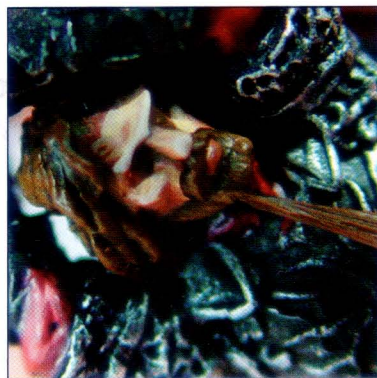
The same technique used on Legolas in Pack 76's Painting Workshop can also be applied to painting Aragorn's face and hands. Start with a base coat of Bestial Brown and work your way up through Tanned Flesh, Dwarf Flesh, Elf Flesh and Skull White, mixing an intermediate layer of each as you go.



▲ When painting Aragorn's flesh, remember that he wears a fingerless glove on his right hand.

4 Aragorn's Hair

To paint Aragorn's hair, start with a base coat of Scorched Brown. Once this has been evenly applied, mix a small amount of Bestial Brown with the Scorched Brown and carefully dry-brush this onto his hair. For Aragorn's beard, it is better to carefully apply the paint, rather than try to dry-brush it. A last dry-brush of Kommando Khaki mixed with Scorched Brown is applied to the hair, before giving it a thin wash of Brown ink.



◀ Dry-brushing the beard would be too messy. Simply painting on the highlights is a lot cleaner.

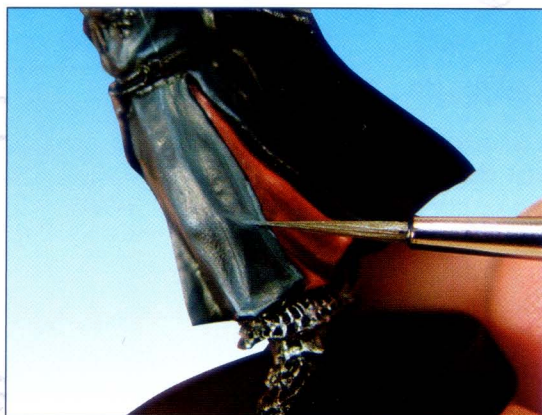
➤ Once Aragorn's face and hair have been painted, you can move on to his surcoat.





5 Royal Surcoat

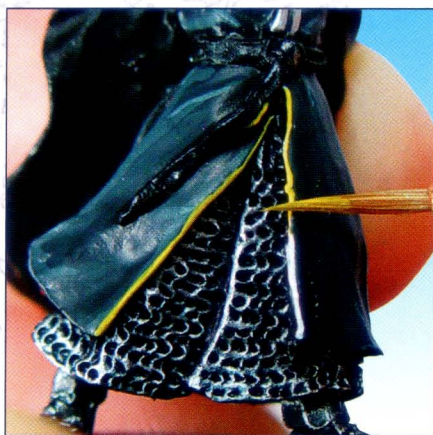
Aragorn's surcoat is a deep, almost black, blue. To paint this, start with a base colour of Chaos Black. Next, mix a small amount of Hawk Turquoise with the Chaos Black and apply this as the first highlight layer. For the next layer of highlights, mix some more Hawk Turquoise in along with a little Fortress Grey. Finally, add another small amount of Fortress Grey to the mix and apply the final highlight.



◀ The addition of Hawk Turquoise into the mix gives the surcoat a subtle blue hue.



◀ Carefully paint the tree emblem with Mithril Silver.



6 Elaborate Trim

The embroidered emblem of the White Tree of Gondor adorning the front of Aragorn's surcoat can be painted with Mithril Silver. Use a fine brush and apply the paint as carefully as you can to prevent any from going onto the surcoat. The surcoat and red undershirt also have a gold trim around the edges. However, this looks better if painted Golden Yellow as opposed to gold. To ensure good coverage, edge the trim with a Skull White base first before applying the Golden Yellow.

◀ The Golden Yellow paint covers better over the Skull White than darker colours.

7 Outer Cloak

The outer layer of Aragorn's cloak is a flat black colour. This is painted by applying a base colour of Chaos Black and then mixing in Codex Grey to create highlights. For each successive highlight, add more Codex Grey. Finally, give the cloak a wash of Black ink to smooth out the highlights and stop it from looking too chalky.



▲ An ink wash can be applied to the outer cloak to maintain its dark appearance.



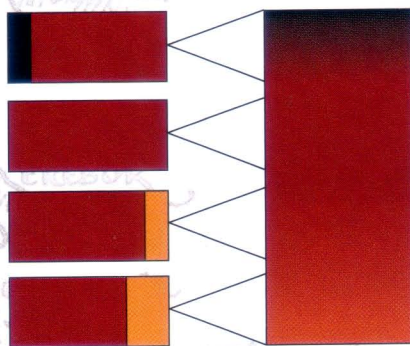
▲ All that remains to complete your Aragorn model is to paint the inside of his cloak and any remaining details.





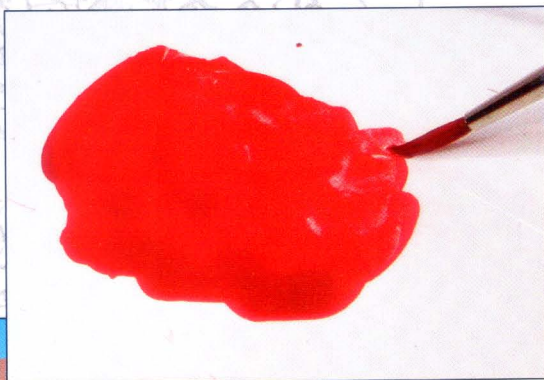
8 Inner Cloak

The red of the inner cloak provides an excellent opportunity to use the blending technique. This technique is very similar to the layering technique in that it builds up successive layers of highlights. However, this time, each new layer is blended with the previous layer, eventually producing a seamless progression from the darkest tone to the lightest.



◀ This graphic shows how the different layers of highlights look when blended together.

► Keeping your paints of a thin consistency makes them slightly transparent, allowing them to blend with the previous layer more easily.



Blending does not mean mixing wet layers of paint on the model, as the name may suggest, but rather is achieved by keeping the paint thin with water and slightly transparent, allowing some of the previous layer's tone to show through. Start painting Aragorn's cloak with a layer of Red Gore mixed with a little Chaos Black. Mix more Red Gore in and apply this in layers, using the blending technique. For the final stage of highlights, add some Bronzed Flesh and blend up the layers until you are happy with the final highlight.



◀ Once the final highlight has been applied you can see how all the layers have been seamlessly blended together.

*'Put aside the Ranger.
Become who you were
born to be.'*

ELROND™

9 Final Details

The remaining armour plates are painted Chaos Black, with the details picked out in Chainmail. The glove and belt can be painted Scorched Brown and highlighted by mixing in a small amount of Kommando Khaki. The belt buckle can be painted with Chainmail. The hilt of Aragorn's knife is painted Bestial Brown with a Shining Gold pommel. Aragorn's sword, Andúril, is painted Boltgun Metal, then highlighted with Chainmail. Finally, it is edged with Mithril Silver. Shining Gold can be used to pick out the detail on the hilt.



▲ Andúril is painted Boltgun Metal, with small spots of Shining Gold placed on the pommel and crossguard.



▲ Once based in the usual manner, Aragorn is ready to lead the armies of the west into the final battle at the Black Gate.



Mount Doom™

Beyond the Mountains of Shadow towers Mount Doom, the birthplace of The One Ring and the only place in Middle-earth where it can be destroyed. In this Modelling Workshop, we show you how to build your own Mount Doom.



Mount Doom is visible from as far away as Minas Tirith. Wreathed in smoke and belching fire, Mount Doom is a terrifying sight for even the bravest hero to behold. It was in the fires of Mount Doom that Sauron crafted the Rings of Power, with which he sought to gain dominion over the whole of Middle-earth. In this Modelling Workshop, you will learn how to create the Mount Doom model used in this Pack's Battle Report, which features both the craggy exterior and a fiery interior. In addition to using the techniques you have learned from previous Packs, this Modelling Workshop introduces the hot glue gun, a very useful tool for larger projects.

◀ THE CRACKS OF DOOM

Frodo prepares to cast The Ring into the fires of Mount Doom.

YOU WILL NEED

Modelling Essentials

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

60CM/2' SQUARE MDF

60CM/2' BY 90CM/3' MDF

2½CM/1" BY 10CM/4" BY 60CM/2' PINE BATTENS

STEEL RULER

HANDSAW

DRILL AND SCREWS

5CM/2" THICK POLYSTYRENE

HOT WIRE CUTTER

THICK CARD

THIN CARD

FOAM CARD

CRAFT KNIFE

READY-MIXED PLASTER FILLER

SAND, GRAVEL AND SMALL STONES

The Hot Glue Gun

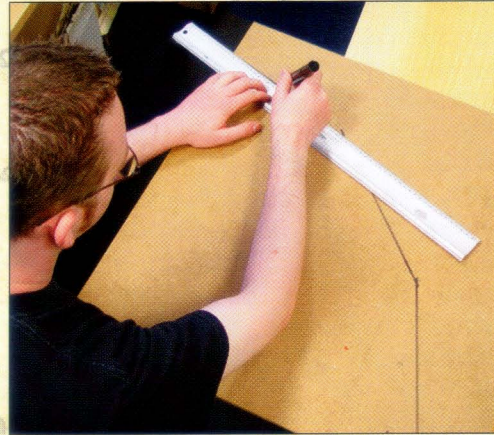
Expanding on the power tools from Pack 74, this Pack provides an opportunity to use a hot glue gun – a quick-drying alternative to PVA. The adhesive in a hot glue gun starts out as a solid stick that is melted by the gun to form a quick-drying, strong bond.





1 The Base

The superstructure of Mount Doom is made from MDF boards, so that your model will benefit from a stable wooden base. The base can be made just like the one from Pack 74's Modelling Workshop, but with a board size of only 60cm/2' square. If you want to make this model compatible with your existing modular boards, measure their depth and ensure that the combined width of your MDF base and wooden battens matches this measurement. With the board constructed, mark out a rough arc, consisting of three straight lines, onto your base. These lines will help you create and position the panels of your mountain's superstructure correctly in Step 2.

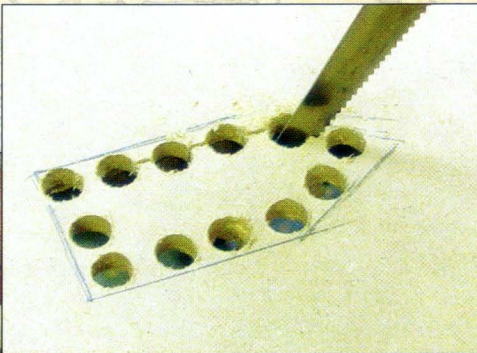
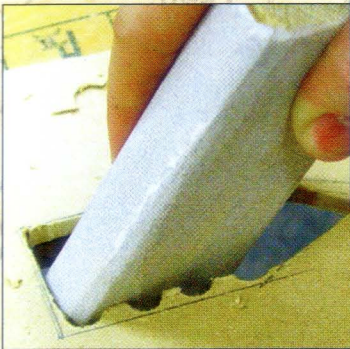


◀ PLANNING THE BASE

The lines determine the size of the superstructure.

▶ PREPARING THE PORTAL

The holes you drill need to be big enough for your saw to bite into.



◀ FINISHING THE PORTAL

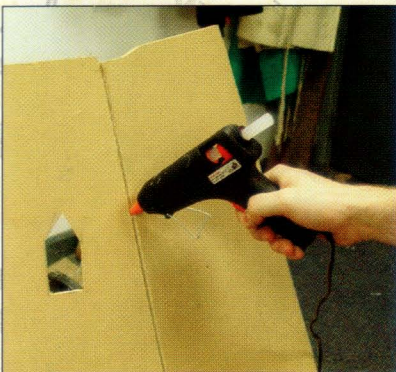
With the portal cut, use a sanding block to flatten out any rough or knobbly edges.

2 Mountain Superstructure

The superstructure of the mountain consists of three MDF panels that are roughly oblong shaped. Their bottom edges are the same length as the lines you marked onto the base. The middle panel should taper up to a top edge that is 2"/5cm thinner than its bottom edge, while the two side panels taper up to top edges only 1"/2½cm thinner. Next, cut out a portal in the middle of the central panel. To do this, mark out a portal shape, roughly 4cm/1½" wide and 8cm/3" high. Now, using a drill, make holes inside the marked-out area, then use a small saw to cut out the portal, working from hole to hole. With the panels complete, it is a good idea to check they fit together snugly, before gluing them together.

3 Assembling the Superstructure

With the superstructure panels prepared, they are ready to be assembled. Place them onto the board as you did before, angled so that their long sides are touching each other. A large stack of heavy books or similar weighty objects will help support them at the correct angles. Next, using the hot glue gun, fix the superstructure in place. Be careful to keep the glue away from your temporary support.

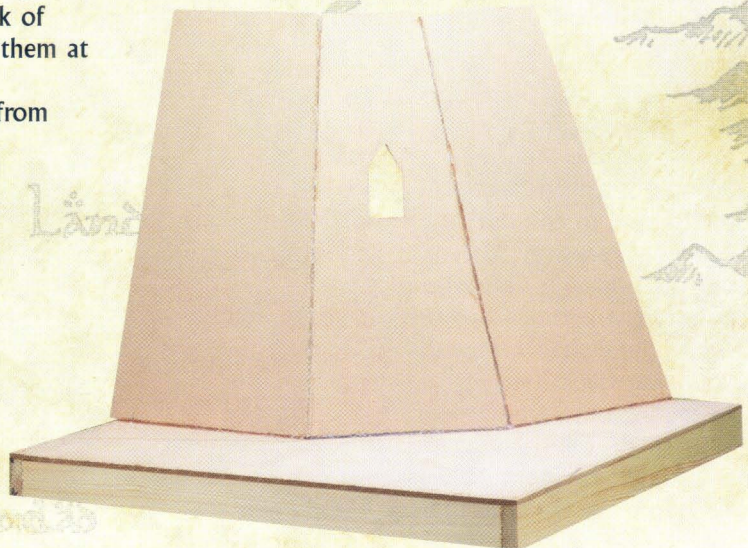


◀ ASSEMBLING THE PANELS

Using a glue gun can save you a lot of time.

▶ COMPLETED SUPERSTRUCTURE

Once the superstructure has dried you are ready to apply the rock cladding.





4 Rock Cladding

When your superstructure is securely fixed in place you can begin to clad it with thin strips of polystyrene. The backs of the strips are flattened with a hot wire cutter to help them fit snugly against the panels, while their fronts may be left rough to give the model a craggy look. Build up the cladding in layers, using wider pieces of polystyrene to create ledges, and smoothing the steep sections using a sharp knife or hot wire cutter. Try to build up the cladding on the middle section thickly so you can fit on an extra wide section to form the ledge in front of the portal. Around the portal itself, you will need to make a rocky porch to support the spire you'll be making in Step 5. When you're happy with your cladding, use a sharp knife to cut out a rough, snaking walkway from the base up to the ledge in front of the portal.



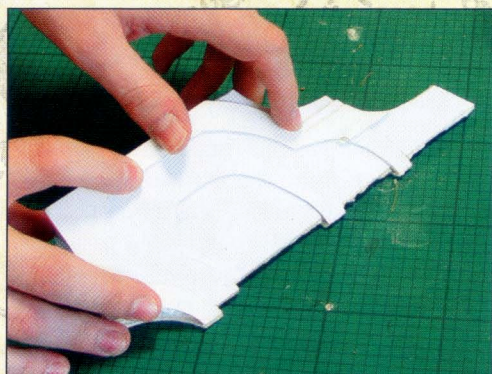
▲ CLADDING

By building up your cladding in small sections you can easily control the overall shape.



▲ CREATING LAYERED DETAIL

The spire consists of inner, middle and outer sections, to give the finished archway greater detail.



► GLUING THE ARCHES TO THE WEDGE

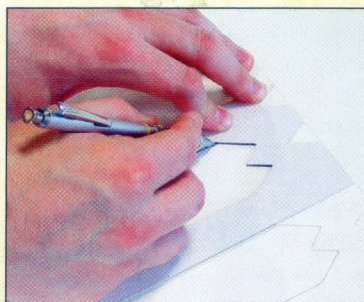
By attaching the arches separately, you allow them to bend around the wedge without buckling.

5 The Spire

Above the rock cladding porch is an imposing stylised spire made from a series of thick card pieces, arranged on top of each other and fixed onto a shaped wedge of polystyrene. The spire consists of three card sections layered on top of each other, creating the illusion of a detailed single component. Start by folding three thick card pieces in half and drawing a series of stylised arches and curves onto them. When you're happy, clip these out, ensuring you cut through both sides of the folded card. By doing this, you ensure the curves match on both sides. With the pieces complete, glue them onto the polystyrene wedge, one at a time. Next, trim the wedge to match the curves of your spire and fix it above the portal using the hot glue gun or PVA. You may have to cut into the polystyrene with a sharp knife to create a recess for your wedge to fit into.

6 Making the Bridge

Spanning the interior of Mount Doom is a bridge, with tall columns, made from a thick sheet of polystyrene cut and shaped using a hot wire cutter. To achieve a uniform look, you can use a card template, similar to the one shown, to ensure that all your bridge's columns are evenly spaced. To simplify cutting out the bridge, try sandwiching the polystyrene between two sheets of card, cut to the desired bridge shape, to help guide your hot wire cutter. Because the bridge will be joining onto a polystyrene bluff that rises at an angle, the columns need to be shortened at an angle of about 45 degrees at one end. To help make the bluff in Step 7, don't glue the bridge into place yet.

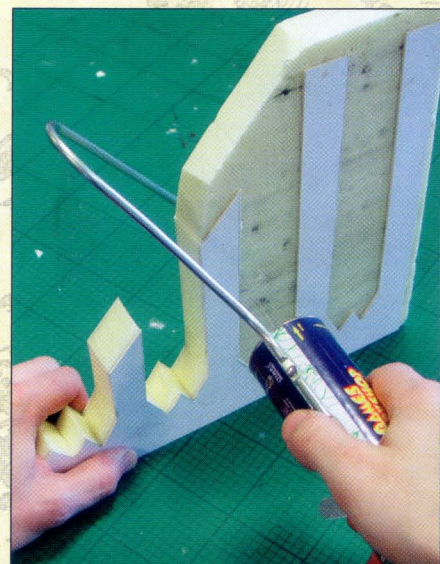


▲ THE BRIDGE TEMPLATE

Using a template to make your bridge gives its columns a uniform look.

► CUTTING OUT THE BRIDGE

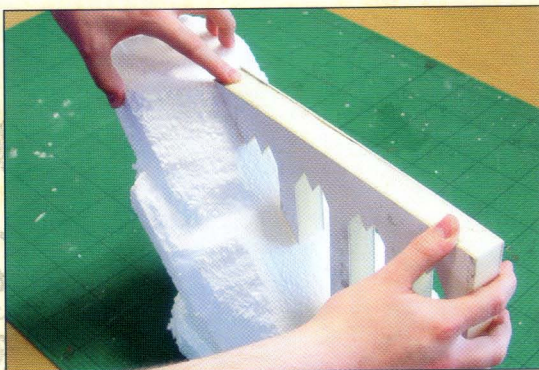
Sandwiching your bridge with card will help you to cut it out.





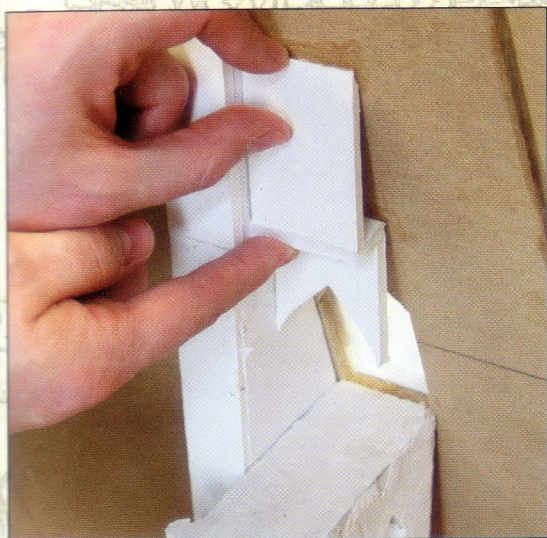
7 Buttness and Bluff

With the bridge complete, you can move on to the bluff. This rises from the middle of the board, creating a plateau at the end of the bridge. The bluff is made from layers of polystyrene sheet, cut to rise at an angle of about 45 degrees to join onto the bridge's shortened pillars. Some cutting and trimming may be required to get the bluff and bridge to join up, but don't worry about small gaps, as these can be fixed later with plaster filler.



◀ JOINING BLUFF TO BRIDGE

Before you glue the bluff or bridge into place, check that they join together.



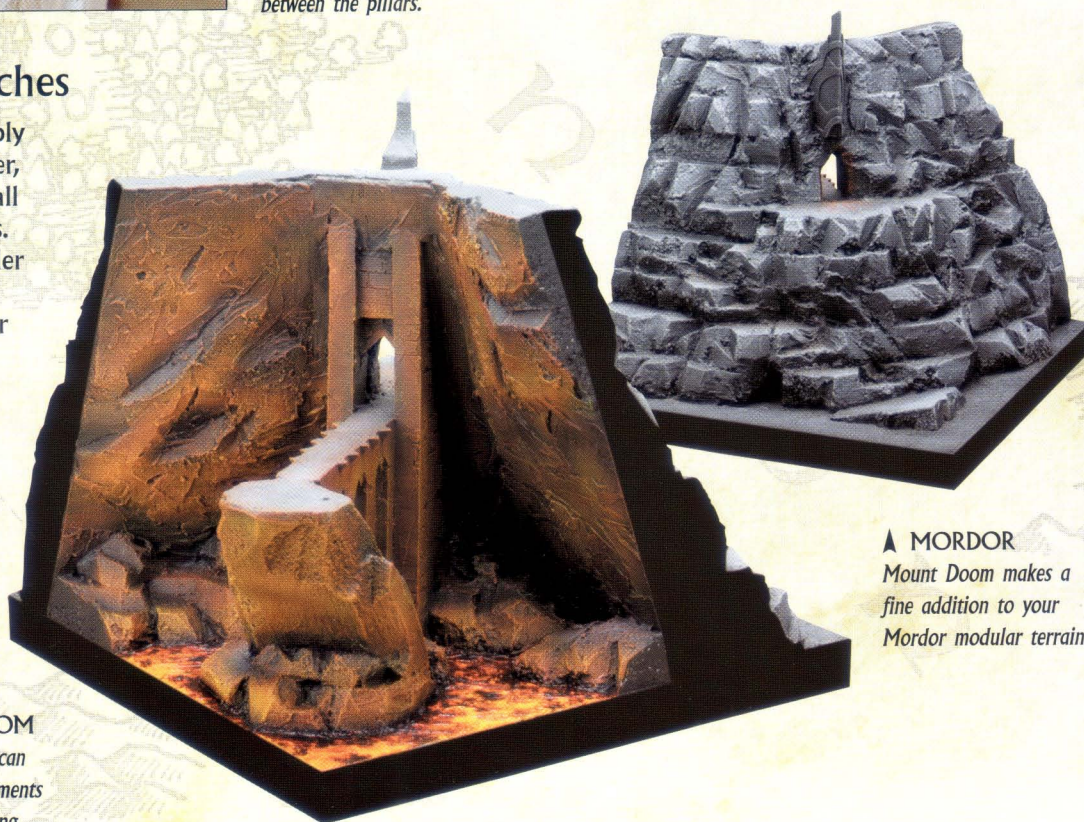
Framing the portal inside the superstructure is a pair of pillars that rise from the base to the top of the superstructure. Each pillar is made from three pieces of foam card, two triangular sidepieces that attach to the base and the superstructure, and a front piece that joins these two together. Between the pillars is a buttressed doorway, also made from foam card. To make this, begin by cutting a portal shape to match the one in the superstructure, from a suitably-sized piece of foam card. When this is glued into place, attach a second piece above the inside portal to form a short ceiling. With this installed, attach a final piece of foam card to cover the space above the ceiling between the pillars. To complete the interior, repeat the cladding described in Step 4 on the inside of the superstructure, and glue the bridge into place.

◀ THE BUTTRESS

The buttress should be wide enough to fit snugly between the pillars.

8 Finishing Touches

To finish off the model, apply a liberal coat of plaster filler, topped with gravel and small stones, to any smooth areas. You can also use plaster filler to give the base a rocky texture on both the interior and exterior. When you're happy you can begin painting the model with the colours used in Pack 45's Modelling Workshop, which describes methods for both the rocky areas of the model and the lava that covers the base of the interior.



► MOUNT DOOM

With this model you can recreate the final moments of the War of The Ring.

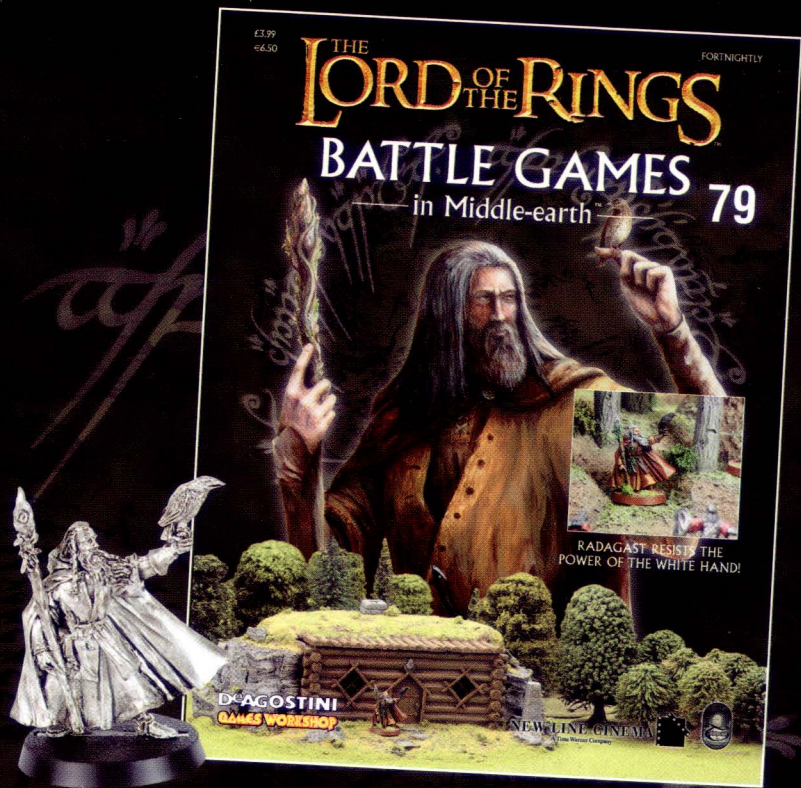
▲ MORDOR

Mount Doom makes a fine addition to your Mordor modular terrain.

IN YOUR NEXT GAMING PACK...

Radagast defends his forest home against Uruk-hai invaders!

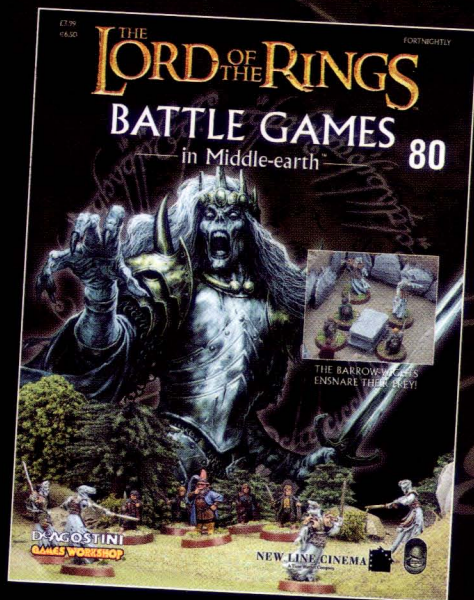
- Learn about the powerful Wizard Radagast and his magic
- Saruman sends his Uruk-hai to destroy the Wizard and his forest allies
- Paint your Radagast the Brown model
- Create Radagast's forest cabin for use in your Battle Games
- **PLUS:** A metal Radagast miniature



COMING SOON...

Pack 80: Fog on the Barrow Downs

- Learn the full rules and profiles for Tom Bombadil, Goldberry and the Barrow Wights
- The Hobbits run afoul of Barrow Wights in the Old Forest!



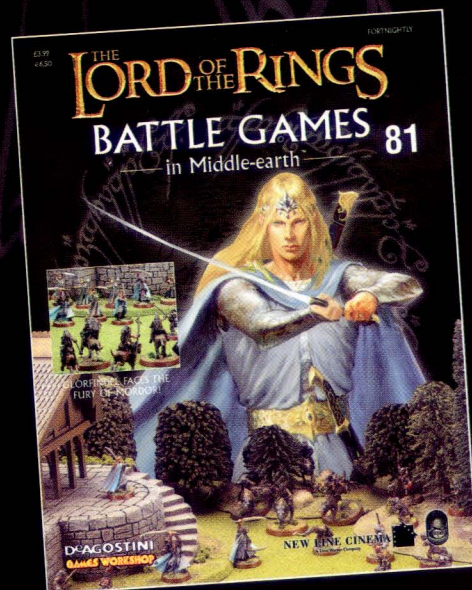
PLUS: A metal Tom Bombadil model

Pack 81: The Elves march to War!

- Discover the fighting abilities of Glorfindel, Elladan, Elrohir and Gildor
- Glorfindel and his Elven company face a mighty host of Orcs and Goblins



PLUS: A metal Glorfindel miniature



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