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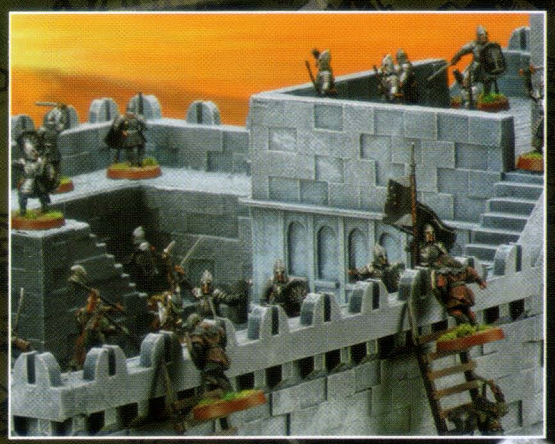

THE GONDORIANS FIGHT BACK
GORBAG'S ORC RAIDERS!

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Scourge of Middle-earth™

Orcs are a festering pestilence upon the lands of Middle-earth, breeding and multiplying in the dark places of the world, spilling forth with sword and flame. Creatures of havoc, Orcs live only for chaos, battle and the spoils of war.

For countless centuries the Orcs have been a constant threat to the Free Peoples of Middle-earth, raiding and pillaging their lands. These remorseless creatures of evil are cunning and treacherous, as eager to turn upon their own kind as against their foes. Driven by their deeply selfish nature, Orcs are capable of terrible acts of evil and have a long history of bloody attacks and raids. Though individually cowardly, when gathered together in large numbers they grow bold and aggressive, especially under the guidance of a powerful leader. Such is the effect Sauron has wrought upon these weak-willed creatures, drawing them to the land of Mordor to do his bidding. Under the Dark Lord's watchful eye, the countless hordes of Orcs eagerly await the time when they will be unleashed upon the lands of Middle-earth. With their ambitions now firmly fixed upon the West, the Orcs ready themselves for the final blow that will bring the race of Men to an end.

In this Pack we take a look at competitive games in Playing the Game, while in the Battle Game we present a scenario based around an Orc raid upon a Gondorian outpost. In the Painting Workshop, we show you how you can paint your Gorbag figure and in the Modelling Workshop you will learn how to build an impressive Gondorian garrison model.

'The age of Men is over! The time of the Orc has come!'

GOTHMOG™

◄▲ TREACHEROUS ORC
Gorbag epitomises the cunning and evil nature of the Orcs.

Competitive Play

Competitive games allow you and your opponent to test your skills against each other with your chosen force. In this Pack's Playing the Game, we present rules for creating competitive forces as well as tips for building armies and choosing your models.

▲ POINTS GAMES
A Competitive Game is a fun way to pit your skills against your opponent.

Most of the *Battle Games in Middle-earth* scenarios use set forces and special rules to recreate a battle or event from *The Lord of the Rings* films. Sometimes, however, you might like to simply challenge your opponent using forces you have chosen yourself. This is competitive gaming. A competitive game gives you the freedom to create a force that is uniquely your own, including any of the figures from your collection. Competitive games use the points match system, with a number of special extra restrictions. These extra rules ensure that the game is as much about choosing your force as about how it is used on the battlefield, because the models you choose to include in your army will determine your tactics.

The Forces of Good and Evil

It is possible to create a force containing models from different armies. In this way you could create a Mordor force that includes Uruk-hai Berserkers or Moria Goblins, or a Rohan force that contains Knights of Minas Tirith and Lothlórien Elven archers. However, it is forbidden to mix the forces of Good and Evil together in a single force, not just because it is not in keeping with the stories, but also because the forces of Good and Evil have been designed to be used independently of one another.

▲ BITTER ENEMIES
The forces of Good and Evil are in constant conflict.

Creating a Competitive Force

In competitive play, choosing an effective force within the set restrictions is part of the challenge. Both players create their armies using the following rules.

Rules for Competitive Play

- The players decide who will control the Good force and who will play with the Evil force.
- Players have a total of 500 points with which to choose their force.
- Each player's force must include at least one Hero, but may include any number, as long as his entire force does not exceed the points limit.
- Neither force may include more than 50 models.
- No more than a third of the models in the force may be armed with missile weapons. Thus, in a force containing 30 models, only 10 could be armed with bows or crossbows.

- Named Heroes, such as Saruman, Aragorn or the Witch-king and each of the eight Ringwraiths may only be included once in a player's force.
- Special rules regarding selection of characters – such as Grima only being allowed in a force that also includes Saruman – apply when creating a force for a competitive game.

Competitive Play Scenarios

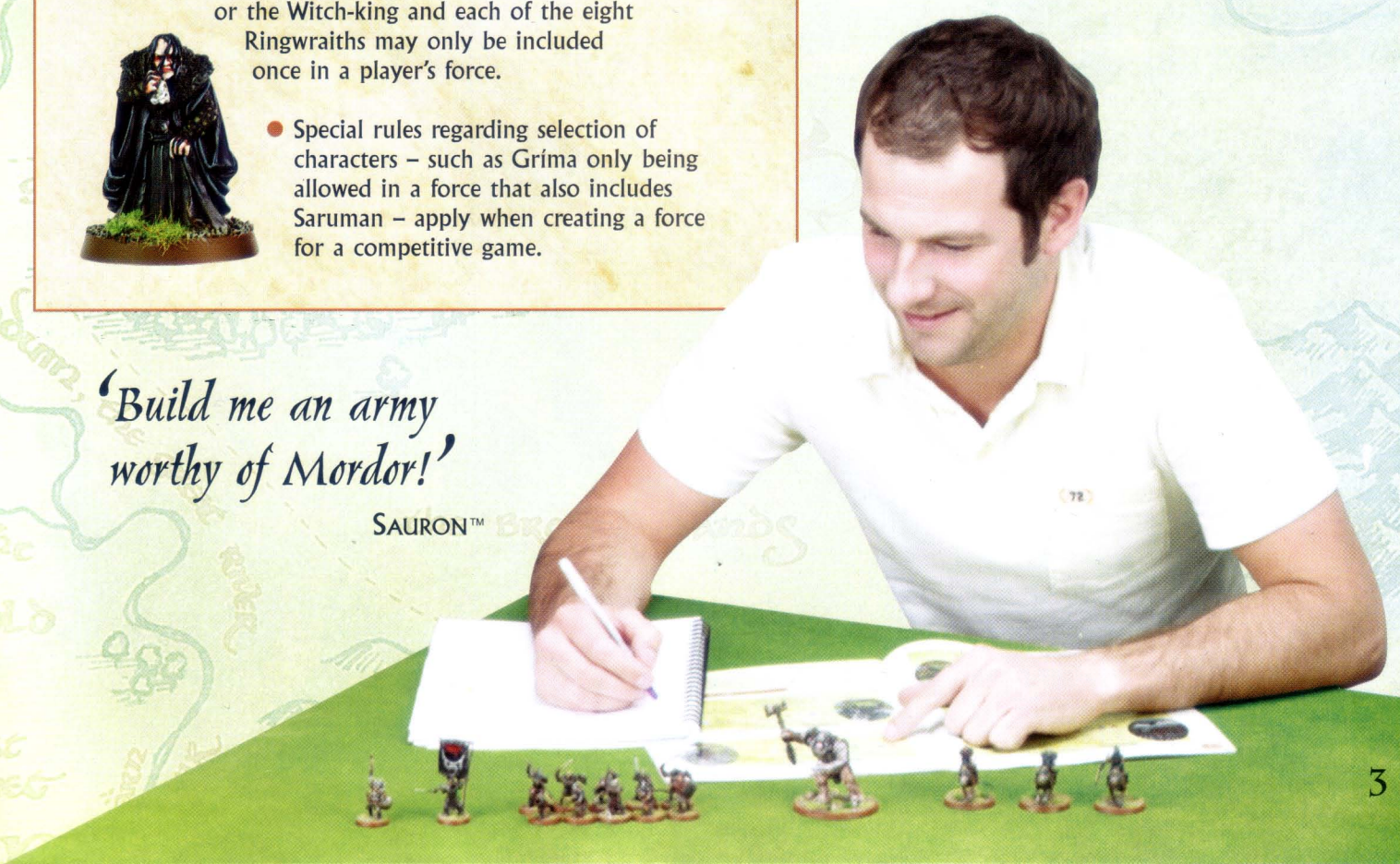
A competitive game focuses on pitting one army against another and, as such, works well in scenarios with a minimum of special rules or victory conditions. The 'Open War' Battle Game presented in Pack 23 is a good example of this kind of game and makes an ideal 'standard' scenario for competitive play.

Making Themed Forces

Even in a competitive game, it is still possible to use a 'realistic' themed army. In Pack 22, we showed you some examples of forces built around the idea of a theme, such as the Horse Lords of Rohan and the Goblins of Moria. These kinds of forces are visually appealing, and they also offer a good mix of troops to play with.

'Build me an army worthy of Mordor!'

SAURON™



Choosing Your Troops

When deciding on a force for a competitive game, it is important to consider the strengths and weaknesses of the different troop types at your disposal.

Infantry

These troops are often the cheapest kinds of warriors and can be bought in large numbers. Solid groups of soldiers, be they Goblins, Men, Elves or Orcs, are an important part of any fighting force. A force created with large numbers of infantry lends itself to certain tactics. In the case of Orcs and Goblins you can swarm over your opponents, surrounding and trapping opposing models with your superior numbers. With Men, Elves and Uruk-hai you can create solid defensive formations with spears, pikes and shields. Both of these kinds of forces work best with the warriors arranged in tight formations.

TOP TIP

When building a force, you might be tempted to spend most of your points on powerful characters such as Aragorn, Gandalf or Sauron. While these figures are indeed potent additions to any force, they always carry a high points cost. This means if you take too many of these characters you will have few points left to buy other, cheaper models and will create a force that will almost always be outnumbered by its opponents.

➤ CHOSEN FORCE
This is a 500-point force, adhering to the rules for competitive play.

The Fellowship

Using The Fellowship in its entirety is not possible in a competitive game as the Heroes have a total cost of over 500 points. However, it is possible to include some of the Heroes individually. Aragorn, Legolas, Gimli and Boromir all make a valuable addition to any Good army, and the Hobbits can be useful too. Gandalf brings a unique set of abilities to your force and is a sound choice when facing powerful foes, such as Mordor Trolls and Ringwraiths.

Archers

Archers are an important part of any force, giving you the ability to inflict damage from a distance without risk to your own troops. In any force, archers are best deployed in one or two large groups of at least six models. This allows them to concentrate their fire and increase their chances of inflicting damage, as well as giving them the option of using volley fire.

Cavalry

Both Good and Evil forces have access to mounted models. These troops offer your army swiftly moving elements, with the ability to deliver devastating cavalry charges. Cavalry also excel at keeping their foes at arm's length, closing quickly and then withdrawing. This makes them ideal for leading an attack.

Defend the Garrison

Garrison outposts throughout the lands of Gondor are constant targets for attacks by raiding parties of Mordor Orcs. In this Battle Game, we present you with a scenario for recreating such a clash between forces of your own choosing.

During the War of The Ring, the forces of Gondor and Mordor were in a constant state of conflict. Both sides sought to harry the opposition with raids and sudden attacks on enemy outposts. The victors would win the prize of a tactically important base of operations for any further military activity.

In this Pack's Battle Game, we present you with rules for playing a scenario where an outpost defended by one side is descended upon by a sudden enemy attack. Like the siege game in Pack 33's Battle Game, players choose their forces to a set points value. This provides a further tactical element to the game, with players' choices of warriors affecting the way the battle will be played.

◄ MORDOR RAID
A band of Orcs from Minas Morgul seeks to wrest control of a Gondorian outpost from its defenders.

The Combatants

Rather than using set forces, this Battle Game uses a variation on the competitive play rules from this Pack's Playing the Game. Players select their own forces from the appropriate lists from previous Packs. In this instance, the Good player will need to choose a force of up to 300 points. The Evil Player will require a 500 point force. Apart from having different points totals for the two armies, all other rules for choosing competitive forces apply.

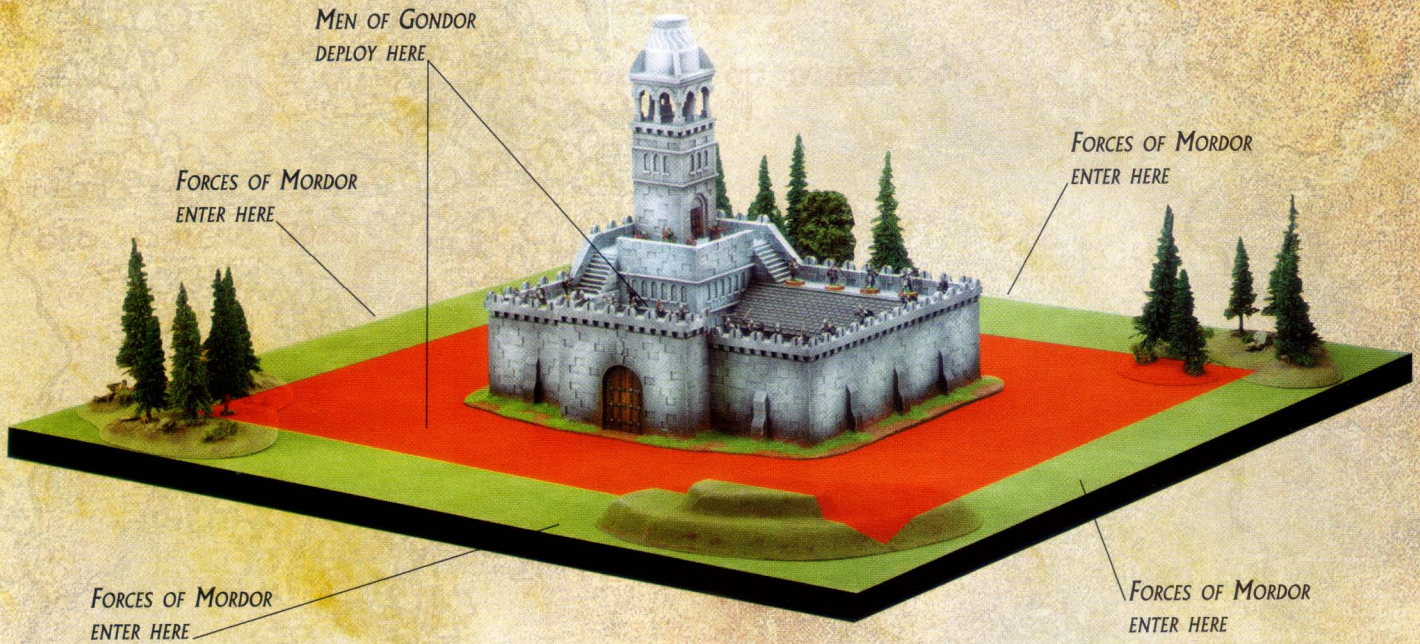
◄▲ WARRIORS OF MIDDLE-EARTH
This points match scenario gives you the opportunity to use any of the figures you have received with previous Packs of Battle Games in Middle-earth.

The Gaming Area

This battle is fought on a 120cm/48" square board. Place the Gondorian garrison from this Pack's Modelling Workshop in the centre. Around the garrison, place a selection of trees and hills as shown, to add variation to the surrounding scenery.

Starting Positions

The Good player may set up his forces anywhere on the board, but no closer than 14cm/6" to any board edge. This can be either inside or outside the walls of the garrison. The Evil player's forces will move onto the board once the game begins, as described in the Beset On All Sides rule on page 8.



Alternative Approaches

Varying Scenery

As with the forces in this Battle Game, you can also vary the scenery you use. For example, if you have not yet built the garrison outpost from this Pack's Modelling Workshop, you could use one of the models you have already built. Both the palisade fort from Pack 27 and the Fortress from Packs 28 and 29 are well suited for use with this scenario.

◄ MIGHTY FORTRESS

Although originally built to represent Helm's Deep, the model from Packs 28 and 29 can be reassembled to represent any fortress in Middle-earth.

WINNING THE GAME

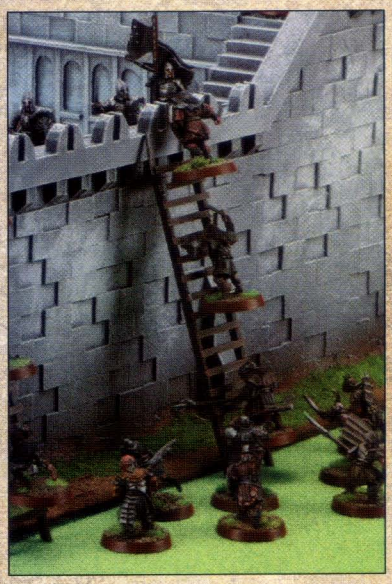
The game lasts for 20 turns. At the end of the 20th turn, count the number of models from each side within the walls of the garrison. The side with the most models in the garrison wins the game. If there are an equal number of models from each side, the game is a draw.

Special Scenario Rules

Beset On All Sides

In this game, the Evil forces are closing in on the garrison from several directions at once. At the start of the first Evil Move phase, all the Evil models may move on from any table edge they please. Remember that since the models cannot see anyone at the start of their move, they may not charge on the turn they enter play.

◄ FLANK ATTACK
The Evil player moves a contingent of Orcs from the table edge to deal with the Rangers of Gondor, while the rest of the Evil force launches a frontal attack on the garrison.



◄ SIEGE LADDERS
The more warriors included in your attacking force, the more ladders you will have access to.

Siege Equipment

In this game, both the attacking force and the defenders of the garrison will be appropriately equipped for the task at hand, at no extra points cost. The defenders may have a pile of rocks or a barrel of throwing spears for each wall of the garrison. The attacking force may include a ladder for every five models in the force, plus one battering ram. The rules for ladders and battering rams can be found in Playing the Game in Packs 29 and 31 respectively.

◄ SPEARS AND ROCKS
The rules for these items of equipment can be found in Pack 27's Battle Game.

Attacker's Tactics

How you play this game very much depends on the forces you choose. Making the right choices and utilising them appropriately is crucial in securing victory for the Attacking side. A large number of cheap troops, such as Orcs, can improve your chances of outnumbering the defenders once inside the garrison. However, due to the relative weakness of cheaper troops, you may well encounter problems actually getting them within the walls.

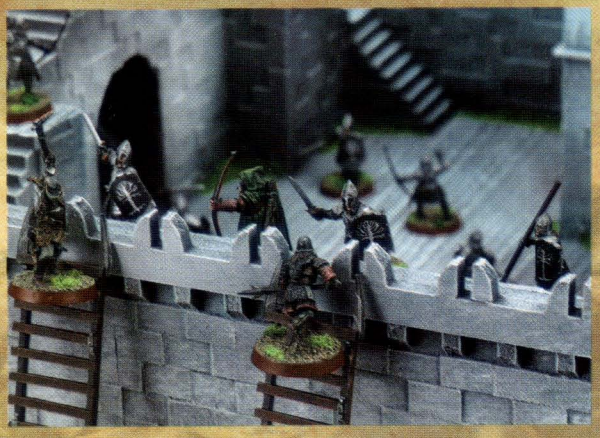
One particularly nasty option open to the attacking forces is to use Uruk-hai siege troops. A demolition team can simply blow a hole in the wall of the garrison, allowing your troops to charge through the breach and outnumber the defenders. If attempting this, you will have to ensure the Berserker carrying the flaming brand is well protected, since if he is killed, your demolition charge will be rendered useless.

◄ WEIGHT OF NUMBERS
Moria Goblins swarm through the battered doorway, overwhelming the garrison's defenders.

► EXPLOSIVE ATTACK
An Uruk-hai Berserker charges forward to set off the demolition charge placed against the wall.

Defender's Tactics

As is the case for the Attackers, force selection is highly important for the Defending side. One possibility is to take as many cheap troops as possible and fill up the garrison as much as you can, but there are other options available. While more expensive in terms of points, models with a higher Defence are more likely to survive until turn 20, particularly once the attackers make it inside the walls of the garrison. As with any siege-style scenario in which your forces will be defending a barrier against the enemy, shield-equipped warriors are a good choice. When defending the walls against ladder-scaling attackers, they roll an extra dice to win the fight. This gives them a better chance of beating their opponent and preventing them crossing onto the walls. Remember that enemy models who fail to cross the walls risk falling off the ladder.



▲ STUBBORN DEFENCE
Using his shield, the Warrior of Minas Tirith wins the combat. Although he cannot strike any blows, he has kept the enemy off the walls for another turn.

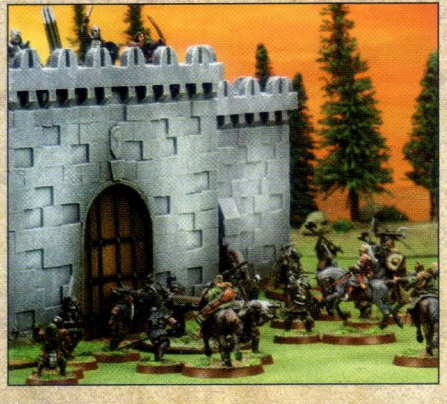
Alternative Approaches

Themed Forces

While you are perfectly free to select any combination of models you please, a way of adding character to the game is to use themed forces. One option is to pick the defenders from the Forces of Gondor in Pack 23's Playing the Game and the attackers from the Forces of Mordor in Pack 24.

You could also vary your themed forces by switching around the attackers and defenders, as shown, where the Gondorians attempt to recapture a garrison occupied by Orcs.

◄ RECLAIM THE OUTPOST
An occupying force of Orcs seeks to repel a Gondorian counter-attack on the garrison.



► SECOND AGE BATTLE
Warriors of the Last Alliance fight to defend a garrison from the forces of the Dark Lord.

◄ CAVALRY CHARGE
Rohirrim come to the aid of the beleaguered Gondorians.

Alternatively, the Good and Evil players could mix the various forces available to them in a characterful way. For example, the Good player could choose a small force of Gondorians to defend the garrison from within, coupled with a group of mounted Rohirrim outside the walls, who represent allies coming to their aid and harassing the attackers.

Another possible way of theming your forces is to set the game in the Second Age, during the War of the Last Alliance. To do this, you simply need to limit your selection of Good forces to the Elves of The Last Alliance and Men of The Last Alliance forces lists from Packs 45 and 47 and the Evil army to the Forces of Sauron from Pack 46's Playing the Game.

Force Selection

In a points match scenario, the troops you choose can mean the difference between victory and defeat. Here, we show you the forces chosen by two gamers for this Pack's Battle Game while they explain the reasoning behind their choices.

Richard – 'Since I had a higher points limit than the Good side, I was fairly confident of outnumbering them. Bearing this in mind, I decided the main problem that I would face in this game would be actually getting inside the garrison. To this end, my first choice was Gorbag and an additional Orc Captain, reasoning that their points of Might would be useful for winning combats when trying to cross the walls. The Captains would be backed up by a small contingent of Orcs with a variety of weapons. To bulk out the numbers of my force and add some long-range support, I decided upon two groups of Moria Goblins, one with swords and shields, the other with bows. Finally, in case my attempts to scale the walls failed, I spent a hefty chunk of my points on a Mordor Troll and Troll Chieftain. As well as being very difficult to kill, these monstrous beasts would hopefully be able to batter down the door of the garrison, allowing the rest of my troops an easy point of entry.'

► EVIL CAPTAIN

Richard chose to use the Gorbag model, included with this Pack, to lead his Evil attacking force.

Gorbag's Raiding Party

Gorbag, Orc Captain	45 points
Orc Captain with hand weapon	40 points
5 Orcs with double-handed weapons	25 points
10 Orcs with hand weapons and shields	60 points
10 Moria Goblins with bows	50 points
10 Moria Goblins with shields	50 points
Troll Chieftain	140 points
Mordor Troll	90 points
Total:	500 points

Gondorian Garrison Force

Boromir	105 points
Denethor	15 points
11 Warriors of Minas Tirith with hand weapons and shields	88 points
4 Warriors of Minas Tirith with shields and spears	36 points
8 Rangers of Gondor	56 points
Total:	300 points

Owen – 'Before choosing my force for this scenario I considered what kind of troops would give me the best chance of victory. For the core of my force I chose Warriors of Minas Tirith armed with shields. Their high defence combined with their ability to shield makes them ideal for defending walls. Another must for any siege is archers. I decided to include Rangers of Gondor rather than Warriors of Minas Tirith armed with bows, since I felt their lower Defence was more than compensated for by their cheaper cost and better chance of hitting. To lead my force I settled on Boromir, feeling that his huge store of Might would prove invaluable in the game. Finally, with my few remaining points I chose Denethor, who, despite his madness, is a decent warrior for what he's worth.'

◄ RAID THE OUTPOST!
Owen's Gondorian defenders desperately try to defend the outpost, as Richard's Troll Chieftain hammers down the door.

Gorbag™

The clothing worn by Gorbag, like that of most Orcs, consists of a ragged assortment of scraps of cloth, fur and leather, combined with crude, rusted armour plates. Here, we show you how to paint your Gorbag miniature included with this Pack.

Among the ranks of Orcs, it is the strongest, most cunning and most vicious who tend to rise to positions of authority. Gorbag is one such Orc – sent by his master, the Witch King of Angmar, to reinforce the garrison guarding the pass of Cirith Ungol. A cruel, spiteful and brutal creature, even among other Orcs, Gorbag is not above using violence against his subordinates to ensure that the orders of his dark master are obeyed.

In this Painting Workshop, we describe advanced techniques for painting Orc attire. As he is an Evil Hero, it is worth spending a little extra time and effort on painting Gorbag to a higher level than ordinary troops.

◄ CAPTAIN OF ORCS
Gorbag's filthy leathers and armour are typical of the clothing worn by the Orcs of Mordor.

Painting Essentials

Paints Required

- Camo Green
- Snakebite Leather
- Dark Green ink
- Brown ink
- Rotting Flesh
- Chaos Black
- Bubonic Brown
- Fortress Grey
- Bleached Bone
- Scorched Brown
- Codex Grey
- Graveyard Earth
- Black ink
- Dark Flesh
- Tin Bitz
- Boltgun Metal
- Chainmail
- Vermin Brown
- Chestnut ink
- Space Wolves Grey

1 Green Skin

Gorbag's skin is a sickly, pale, yellowish-green colour. Since the rest of the figure will be painted in quite dark, muted colours, this will make the face stand out as a focal point. Begin by mixing Camo Green with a little Snakebite Leather and apply this as the base colour to the figure's hands and face. Next, apply a wash made from a mix of Dark Green and Brown inks, thinned with a little water. Reset the base colour, then highlight the raised areas of skin by adding a little Rotting Flesh to it. If you wish, you can further emphasise the most prominent parts of the face, such as the nose, eyebrows and tips of the ears, by adding even more Rotting Flesh to the mix.

◄ *Adding Brown ink to the wash keeps the green from looking too clean and uniform.*

► *A final highlight serves to add extra definition to Gorbag's facial features.*

► *A small brush and a steady hand are needed to pick out the fine detail of the figure's teeth.*

◄ *An ink wash will add definition to the spaces between the teeth.*

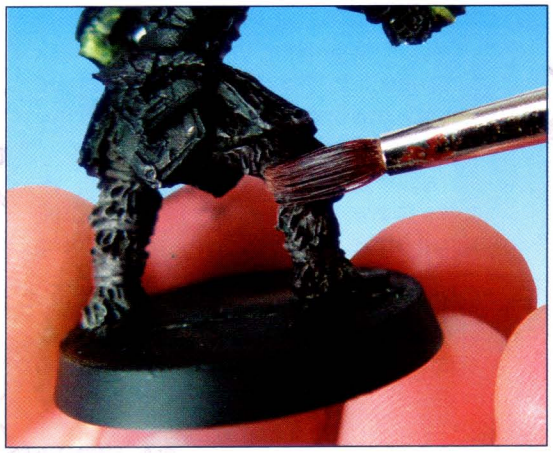
2 Facial Details

Apart from the skin, the other main features of Gorbag's face are the teeth and hair. To paint the lank, greasy hair, first apply a base colour mixed from Chaos Black and a little Bubonic Brown. To highlight this, add a little Fortress Grey to the mix and use this to paint the strands of hair. Pick the teeth out using Bleached Bone and a fine brush. When this is dry, apply a very thin wash of Brown ink to define the teeth.

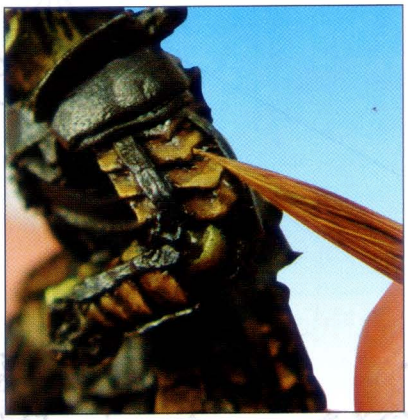
► *With the face and head completed, the rest of your miniature is now ready for painting.*

3 Furs

Painting Gorbag's fur leggings is a simple matter of bringing out the sculpted texture with dry-brushing. Begin with a base colour of Scorched Brown mixed with a little Chaos Black. Mix a little Codex Grey with the base colour for the first dry-brush. Add more Codex Grey and apply a second, lighter dry-brush. The straps on the furs can be painted first with Graveyard Earth, then highlighted with a mix of Graveyard Earth and Bubonic Brown. Once the furs have been painted, you can paint the miniature's shoes. Simply apply a base colour of Scorched Brown, then use Scorched Brown mixed with Graveyard Earth as a highlight.



◄ *Painting the furs before any of the areas that overlap them means you do not need to worry about being too neat with your dry-brushing.*

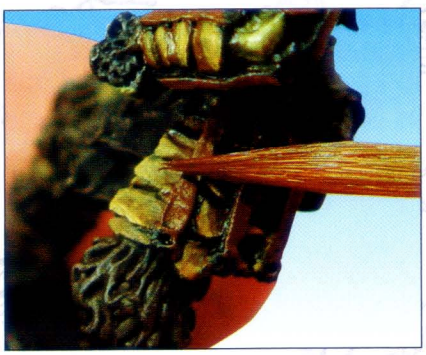


Careful highlighting on the leather armour will help emphasise the gaps between the segments.

4 Clothing and Straps

The majority of Gorbag's clothing is comprised of overlapping leather sections, held in place with an assortment of straps and buckles. The best way to approach this is to paint the segmented leather parts first, followed by the straps. For the leather segments, begin with a base colour of Scorched Brown mixed with Snakebite Leather. Apply a wash of thinned-down Brown ink, then reset the base colour. For the first highlight, use Snakebite Leather. After this, apply a highlight to the very edges of the segments with a mix of Fortress Grey and Snakebite Leather.

Patience and care are required when painting the straps to avoid getting paint on the leather sections underneath.

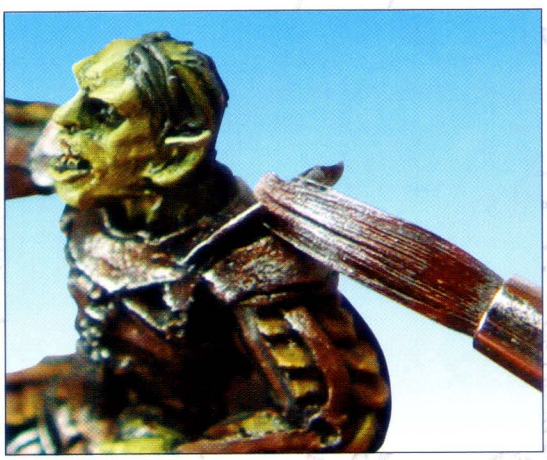


The straps are painted in a darker shade of brown to the leather segments, helping them to stand out. First paint them with a mix of equal parts Scorched Brown and Dark Flesh, then add Fortress Grey to the mix to highlight the edges. Paint the buckles with a mix of Tin Bitz and Boltgun Metal, then apply Chainmail as a highlight.

The areas of your Gorbag figure which now remain to be painted are the armour and weaponry.

5 Rusted Metal

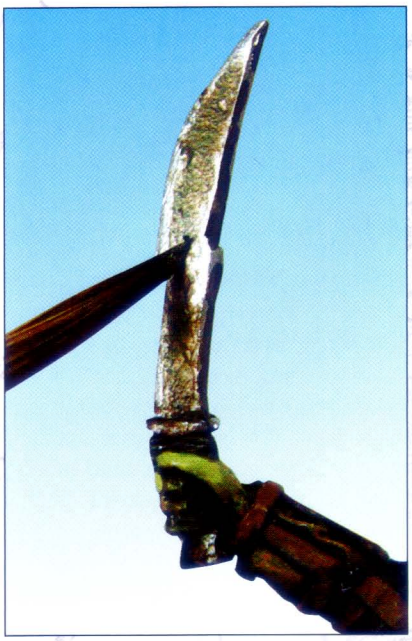
The remainder of Gorbag's attire consists of rusty, battered armour plates, mainly on his torso and shoulders. Begin with a base colour of Tin Bitz on all the armoured parts of the miniature. When this is dry, apply a wash, using a mix of Black and Brown inks, before resetting the base colour as usual. For the first highlight, mix a little Chainmail with Tin Bitz and apply it to the raised areas of the armour plates. To highlight the most prominent areas of the armour, apply a very light dry-brush of Chainmail around the edges of the plates.



The Chainmail highlight gives the armour the appearance of being worn at the edges.

To paint the patches of rust on Gorbag's armour, begin by mixing Vermin Brown with a little Chestnut ink and thinning the mix with water. Apply this sparingly in patches to the armour plates, particularly in the recessed areas or where one plate joins another. If you wish, once the wash has dried, you can apply some small areas of more obvious rust using pure Vermin Brown.

Apply the rust colour to the armour sparingly to avoid obscuring its original colour.



6 Finishing Touches

Give Gorbag's sword a base colour of Chainmail. To give it a really worn, dirty appearance, mix Scorched Brown with Black ink and dab this unevenly along the centre of the blade, leaving the base colour exposed on the edges. If you wish, you could add a small rusty patch where the blade joins the hilt using Vermin Brown and Chestnut ink, as described for the armour plates. The small pieces of chainmail protecting Gorbag's hands can simply be given a light dry-brush with Boltgun Metal.

◄ *Leaving the bright metal showing at the edges of the sword gives the impression that, although dirty and old, it is still kept sharp.*

To finish off your model you can, if you wish, add warpaint to the face. This is simply a narrow stripe of Space Wolves Grey running down the left side of his face across his eye. Use a fine brush, and keep the paint thin enough so that it flows smoothly off the brush.

► *Leave a gap in the warpaint where it reaches the eye socket.*

'Stop your squealing, you dunghill rat. I'm going to bleed you like a stuck pig!'

GORBAG™

► *Your completed Gorbag miniature, ready to lead a force of Orcs into battle.*

Garrison Outpost

Along the borders of Gondor are a series of outposts, garrisoned by the resolute Warriors of Minas Tirith. These soldiers stand guard against the vicious incursions of Mordor raiders. Here we show you how to build one such garrison for use in your Battle Games.

Garrison outposts are small forts that have been built to protect the borders of Gondor. They are generally only large enough to hold a small force of warriors and serve as a base of operations for their patrols. Because of their isolation, these outposts are built to be solid and strong, able to withstand an assault long enough for help to arrive. Garrison outposts like this one can be found throughout Gondor, or even as far north as Bree, where Gondor's realm once reached – although these are old and mostly ruined by now. Garrisons make an excellent addition to your terrain collection as they can be used again and again.

◄ DEFENSIVE STRONGHOLD
The garrison of warriors from Minas Tirith defends the outpost from a surprise Orc raid.

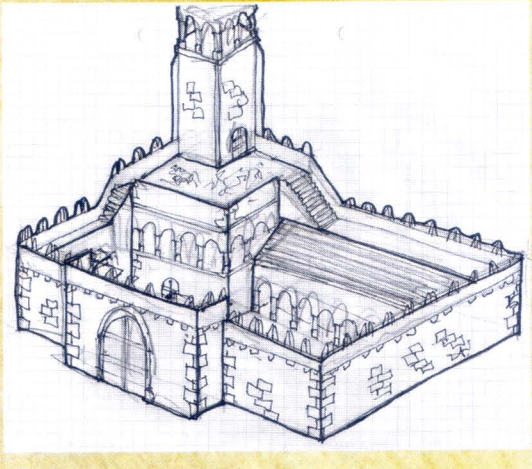
You Will Need

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

- Hardboard
- Textured wallpaper
- Junior hacksaw
- Foam card
- Thin card
- Thick card
- Balsa wood
- Masking tape
- Paints as required

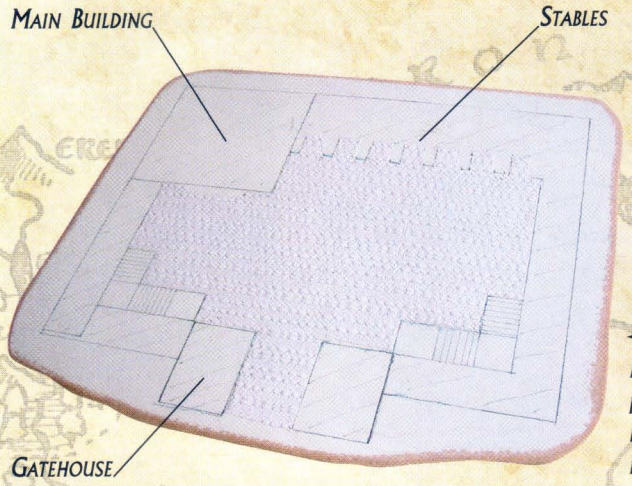
Inspiration

In Pack 46, we showed you how to create your own modelling projects and where to get inspiration for them. For this garrison outpost, we looked at the scenes from *The Return of the King* that depict Gondorian architecture. With this in mind we sketched out a drawing of what we wanted the outpost to look like and, from that, created the step-by-step guide.

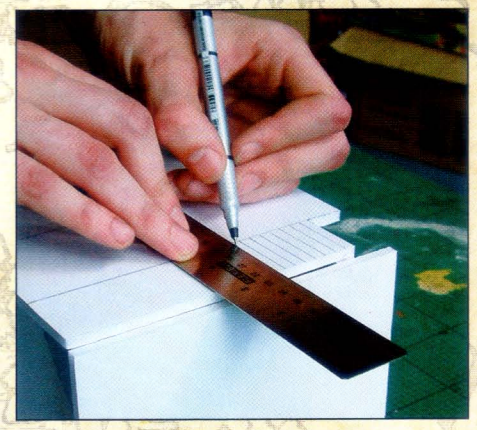


1 The Base

Decide roughly how big you want your outpost to be. About 30cm/12" by 45cm/18" is a fair size but it could just as easily be larger or smaller. Once you know what the dimensions will be, mark out a floor plan on a piece of hardboard. From this floor plan, you will be able to get exact measurements for the length of the walls and other features. You can then place an appropriately shaped piece of textured wallpaper or plastic card to represent the cobbled inner courtyard. Finally, you can saw around the outer edge of the fort to finish the base.



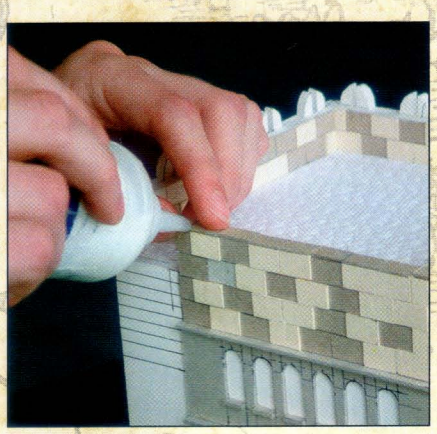
◄ FLOOR PLAN
Drawing out a detailed plan on the base will make it easy to get your measurements right.



► TAKING SHAPE
Marking the positions of the stairs and walls will make it easier to apply the detail.

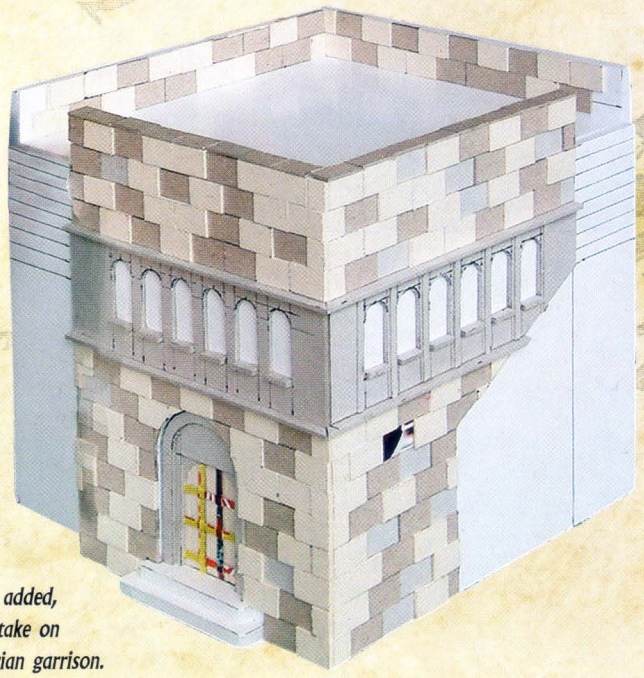
2 Main Building

The main garrison building is essentially a simple, square box, made from foam card, with detail added around the outside to give it a distinct Gondorian appearance. The box itself is made in a very similar way to the tower sections shown in Pack 31. Take the measurements for the length of each wall directly from the floor plan on your base. Each wall will need to be the same height, and tall enough to hold two storeys, with room at the top for crenellations to be added later. About 12cm/4½" is a good height. When attaching the roof, glue it about 2½cm/1" below the height of the wall to create a parapet around the top. Also, remember to cut gaps into the tops of two of the walls, where the steps will eventually join. It is a good idea at this stage to mark onto the box where the other features such as the walls, stairs and stables will join.



◄ SUPPORTING DETAIL
While not strictly necessary, adding little details like these tiles enhances the realistic look of the model.

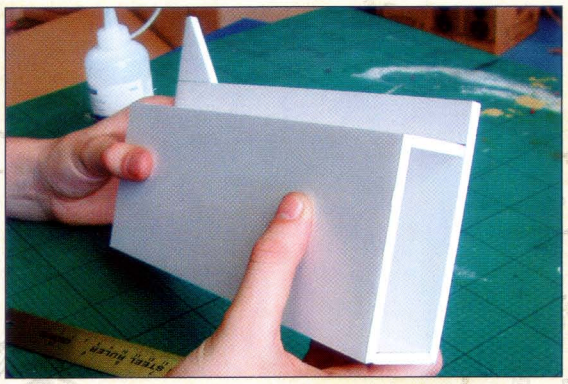
Once you have your basic box shape with the position of the other walls and stairs marked on, you can add whatever details you like in order to give the outpost a distinct Gondorian appearance. On pages 20 and 21 we highlight the details we chose to use. Rather than give direct instructions here, we suggest you experiment and have a go at creating your own details. Use the ideas and techniques that have been presented in past Modelling Workshops as inspiration.



► DETAILED OUTPOST
Once detail has been added, the outpost starts to take on the look of a Gondorian garrison.

3 Stable

The stable wall at the rear of the fort is made from a rectangular foam card box. Get the correct measurements for the length and width from the floor plan on your base. The wall should be high enough to allow for the use of siege ladders during games. When creating the box, make the foam card on the outside edge extend above the top walkway to create a low wall. Also, to allow for the stairs, add a triangular shape at the left-hand side so that it meets with the top of the main building. Once the stable wall has been constructed, you can add the stairs. These are made by layering separate pieces of foam card on top of each other until the required height is reached.

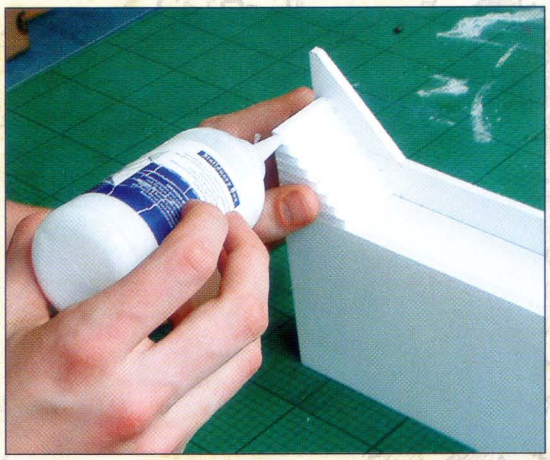


◄ MAKING THE WALLS

Remember to account for where the stairs will be when cutting out the pieces.

► CREATING STAIRS

Layering different sizes of card like this is one of the easiest ways to create stairs.



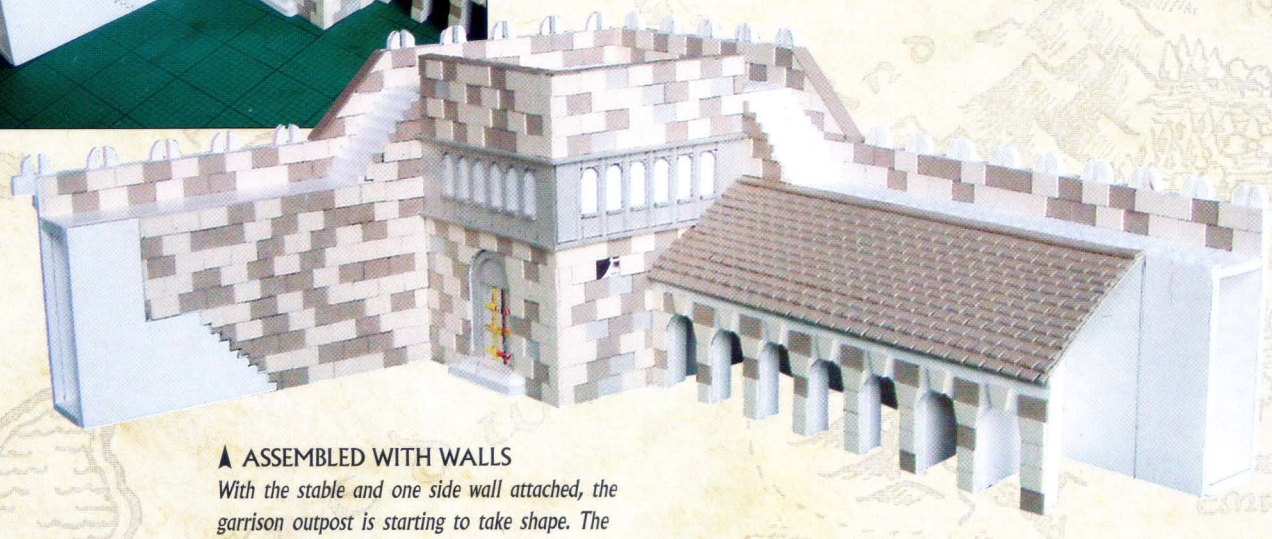
To make the front wall of the stables you need a piece of foam card. Use your floor plan to find the right length and make it one storey tall (about half the height of the main walls). Into this, cut a series of arches evenly along its length to represent the stalls. The roof is made by cutting a piece of card that is long and wide enough to fit across the top of the stable when it is assembled. Glue a tile roof onto this, created in exactly the same way as the roofs from Pack 42.

◄ ATTACHING THE WALLS

Once the side walls are constructed you can start to assemble the garrison.

4 Side Walls

The two side walls are made in the same way as the stable wall. Take the measurements for the length and width from your base as before, and make sure that they are the same height as the other wall. Once the side walls have been created, all the walls can be glued to the main building.



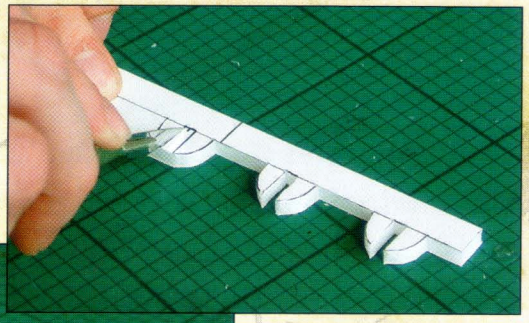
▲ ASSEMBLED WITH WALLS

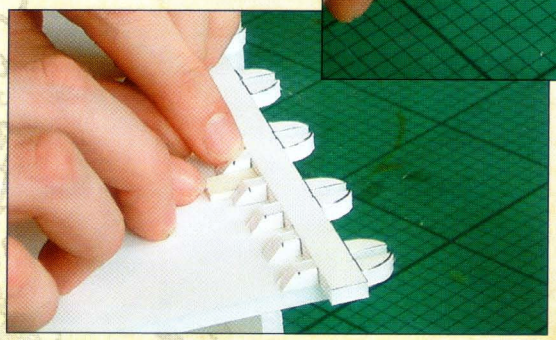
With the stable and one side wall attached, the garrison outpost is starting to take shape. The second side wall can be attached to the stable.

5 Crenellations

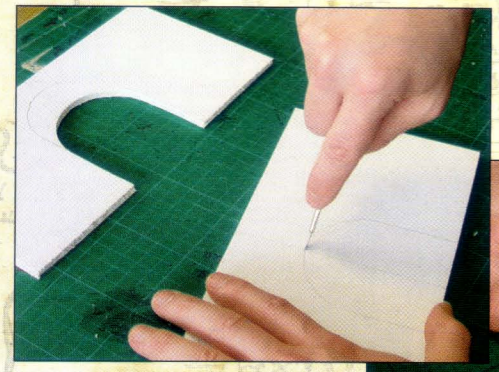
The distinctive crenellations are made from strips of foam card, each about 1½cm/¾" wide. Onto this, draw a design you like at regular intervals and then, with a sharp craft knife, cut the shape out as shown. Glue this strip onto the outside edge of the walls. As an extra piece of detail, you can cut several small wedges from foam card and glue these under the strip of crenellations as supports. Finally, once these are all dry, the brick detail can be added as before.

► CUTTING PATTERNS
The inspiration for the shape of these crenellations was taken from the walls of Minas Tirith.

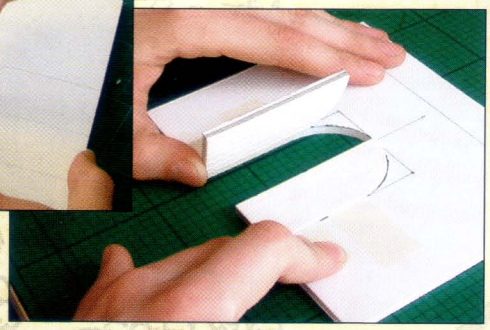




◄ CREATING CRENELLATIONS
Extra details like the supports can be added to make the crenellations look stronger.



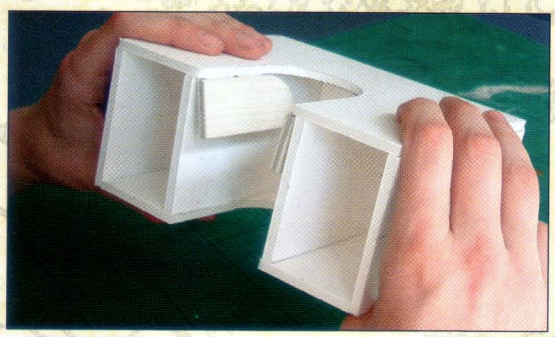
◄ GATEWAY ARCH
Once you have cut your first arch, you can use it as a template for making the rest.



► ATTACHING THE GATE
Masking tape hinges, as shown in Pack 30, are used again here.

6 Gatehouse

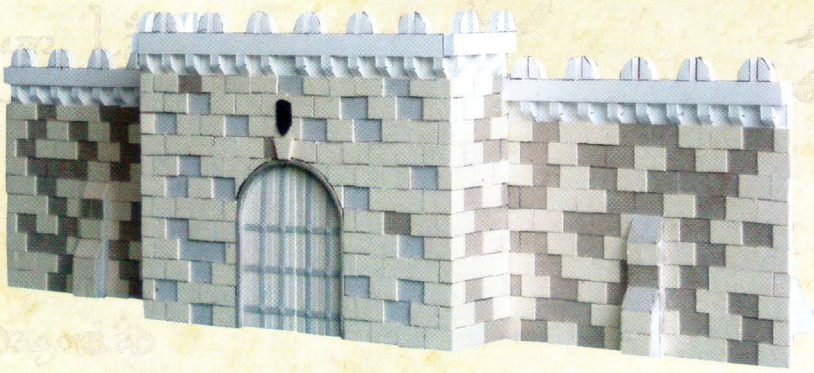
For ease of construction, the gatehouse is built in three separate parts – a gateway and two short wall sections. The gateway is made first, and is simply a box with an archway through the middle. Use the floor plan on your base to get the right dimensions, making it slightly taller and wider than the rest of your walls. Start by cutting out both the front and back pieces from foam card. Into both of these, cut a large arch where the gate will be. The gate itself is made using masking tape hinges, in exactly the same way as the gate from the fort in Pack 30. Once the gate has been attached, you can make the end walls and internal walls. The internal walls form the inside of the archway, while the end walls complete the box shape. A final piece of foam card can be cut to size and placed on top, forming the roof of the gatehouse.



◄ INTERNAL WALLS
Here you can see the structure of the gatehouse, with the gates attached.

The two short wall sections that go on either side of the gateway are made in the same way as the other walls, taking the measurements from your base as before. This time extend the length of the front panels so they will overlap and cover the exposed ends of the side walls.

► COMPLETED GATEHOUSE
Personal touches can be added, such as a shield from a spare Warrior of Gondor above the gate.

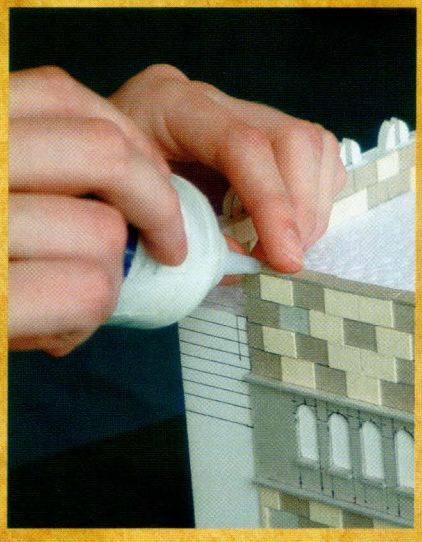


Final Details

What separates a good model from a really great one are the finishing touches and attention to detail. Here we show you a few of the extra details that were used on our outpost.

Bricks

You can use the same technique for creating a brick effect on this model as shown in Pack 33. Alternatively, you can take it a step further, as we have, by gluing each individual brick into place. The easiest way to create the bricks for this technique is to take several sheets of card, of varying thicknesses, cutting your bricks from the sheets as you require them.



➤ STONE PATTERN
Card blocks of different thicknesses make excellent brickwork.

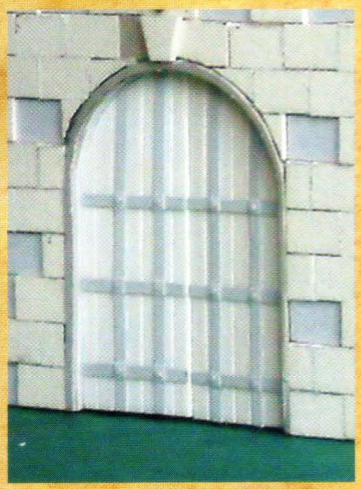
Windows

The windows on this model were created using a layered card technique. This involves cutting thin strips of card to the required shape and then overlaying them so that the recesses resemble arched windows. By using card in this way, you can create a more detailed and subtle effect than you could by using just foam card.

▲ ELABORATE STONEWORK
This card facia creates the impression of elaborately constructed window frames.

Doors

To give the doors a reinforced look appropriate to a border outpost, we added iron banding. We created this by cutting thin strips of card and layering them over the door. If you want, rivets at the intersections can be created with tiny squares of thin card or little balls of modelling putty.



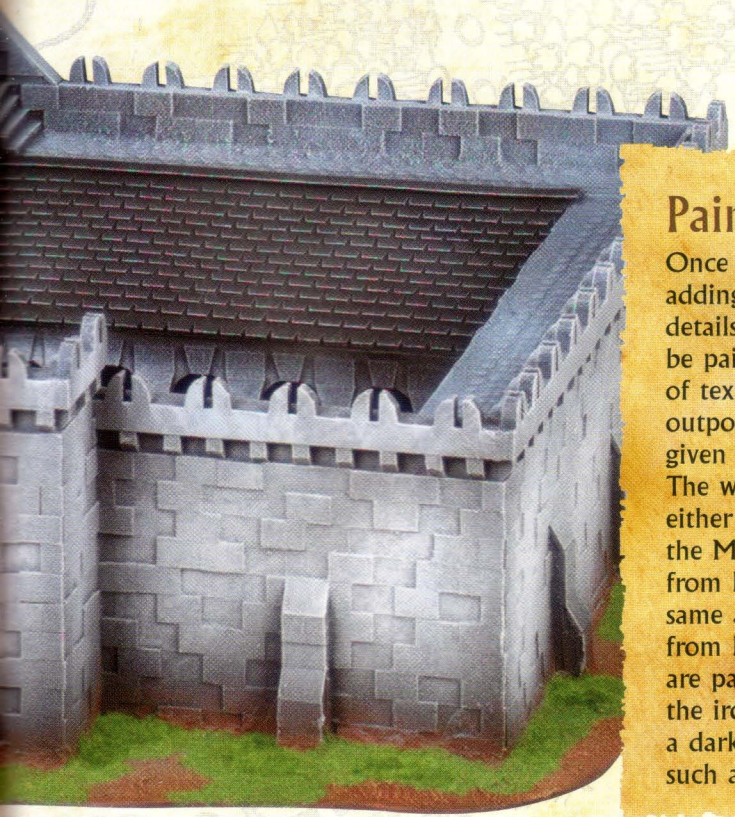
◄ IRONSHOD DOOR
The addition of iron banding to this door makes it look like a heavily fortified fortress door.

Alternative Approaches

Watchtower

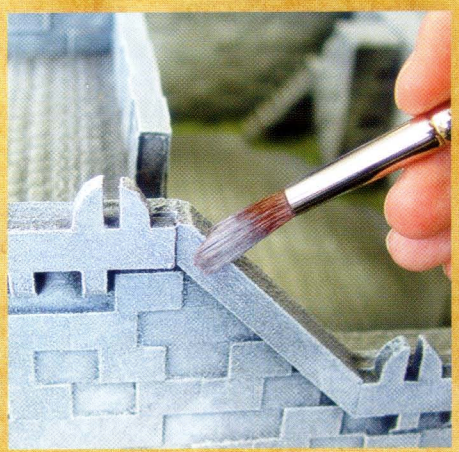
Outpost garrisons watch the surrounding territories for enemy movements. Adding a watchtower to your garrison model emphasises this aspect of the fort. We decided not to stick the watchtower to the main garrison, giving us the choice of whether or not to use it in games (or even to use it separately as a free-standing piece of scenery). The tower is made in the same way as those shown in Pack 42, only this one must be slightly smaller.

► WATCHTOWER TOP
An upturned yogurt pot makes an ideal top to the watchtower and, once painted, its origins will be hidden.



Painting

Once you have finished adding your chosen details, the model can be painted. After a coat of textured paint, the outpost needs to be given a black undercoat. The walls are painted either in the same way as the Minas Tirith terrain from Pack 33, or the same as the castle walls from Pack 28. The doors are painted brown with the iron banding painted a dark, metallic colour, such as Boltgun Metal.



► DRY-BRUSHING
The dry-brushing technique is particularly effective if there is lots of detail on the model.

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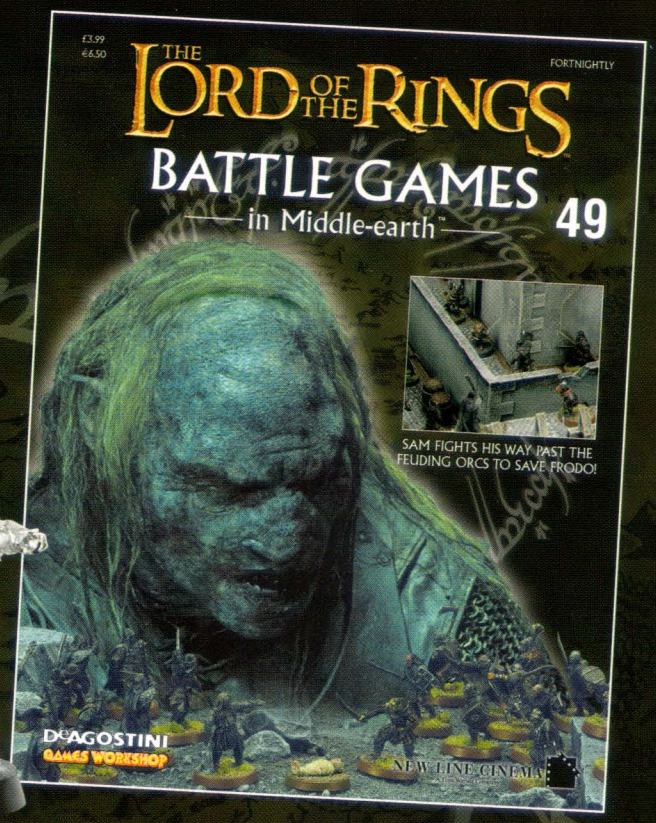

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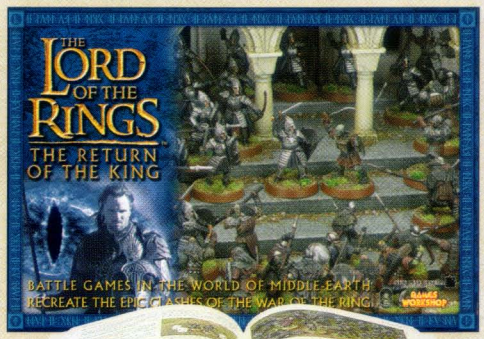

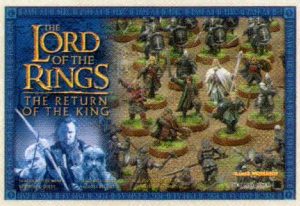

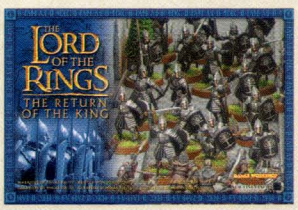

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