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34

OSGILIATH IS OVERRUN BY THE FORCES OF MORDOR!

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Build an imposing bridge to span the mighty River Anduin in the city of Osgiliath.

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Osgiliath™ has fallen!

A darkness has fallen across the lands of Gondor, as Osgiliath suffers Sauron's wrath. The forces of Mordor have taken the city in an unstoppable invasion, storming its bridges and opening the way across the Anduin.

'My Lord, Osgiliath is overrun.'

FARAMIR™

After a long, bitter and bloody siege, Osgiliath has fallen into Sauron's grasp. Orcs have swept out of Mordor into the shattered city, bringing with them terror and ruin. The forces of Mordor, however, have paid a heavy toll for their prize, leaving Osgiliath littered with their dead. Heavily outnumbered, the dauntless Gondorian warriors have battled relentlessly to hold the city. However, the dwindling defenders are not enough to stem the tide of darkness spilling from the cursed lands of Mordor and they have been forced back across the River Anduin. Osgiliath, once the jewel of the Kingdom of Gondor, is now nought but rubble and ash. But all hope is not lost while Minas Tirith still stands. The survivors must retreat to the White City if the Gondorians are to have any hope of survival. However, with Sauron's ragged standards now flying over the ruined city, the gateway to Minas Tirith has been flung open and all of Gondor stands on the brink of annihilation.

In this Pack's Playing the Game, we look at the rules for including banner bearers in your games. In the Battle Game we return to the beleaguered city of Osgiliath, where the forces of Gondor must try to hold a bridge over the Anduin, against the unstoppable horde of Mordor. In the Painting Workshop we show you how to paint your Warrior of Minas Tirith Banner Bearer, while in the Modelling Workshop you can build an impressive bridge for your battles in Osgiliath.

► PRIDE OF GONDOR
The Warriors of Minas Tirith stand bravely against the growing shadow of Sauron.

Banners

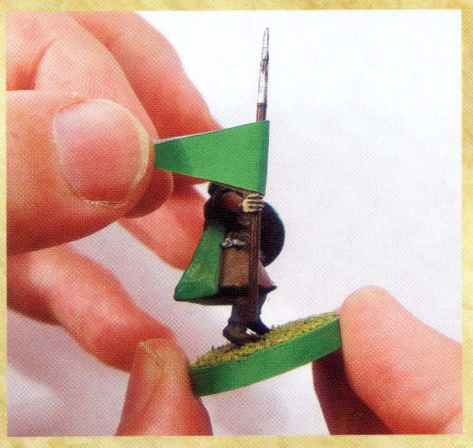
Above the chaos and blood of battle, banners flap in the wind. Visible through the smoke of war, armies rely on them as rallying points. In this Pack we look at the profiles for banner bearers and their full rules.

When the armies of Middle-earth march to war, they carry with them their banners. These proud standards display the symbols of their lands and leaders, from the mighty White Tree of Gondor to the evil Red Eye of Sauron. In battle, warriors look to their banners to inspire them to greater deeds. In this Playing the Game we look at how to include banners in your Battle Games, including their full rules and points values.

◄ MIGHTY BANNERS
Carrying their banners before them, warriors plunge into the chaos of battle.

Improvising your own Banners

In future Packs of *Battle Games in Middle-earth* we will show you how to make more detailed banners – however, for the time being, if you want to make banner bearers for your existing troops you could try using simple paper banners. This can be as easy as cutting a piece of paper into the desired shape and folding it onto an appropriate figure. Spearmen with their weapons held upright are obvious choices for improvised banner bearers. You might try using coloured paper to make your banners stand out.



◄► SIMPLE BANNER
With his paper banner, our Warrior of Rohan is ready to rally the troops.

Effects of Banners in the Game

The sight of a banner on the field of battle can inspire your troops to great acts of courage and ferocity.

Any fight near to a banner on the battlefield will be affected by its presence. To benefit from the effects of the banner, at least one friendly model in the fight must be within 8cm/3" of it.

◄ INSPIRING EFFECT
The lone Orc is out of range of the banner. One of the other two Orcs, however, is close enough to benefit, and therefore their whole combat is affected by its presence.

► RE-ROLLS
The nearby banner bearer allows the Orcs to re–roll one of their dice and gain the upper hand.

This benefit allows the banner bearer's side to re-roll a single dice when determining who has won the fight. Only one dice may be re-rolled and the re-rolled result stands, even if it is worse. However, re-rolled dice can be altered by Might in the usual way.

NB. Banners only allow fight dice to be re-rolled and not rolls on the wound chart.

It is possible that both sides in a fight will benefit from the effects of a banner, due to the proximity of more than one banner bearer. In this case, they will both be able to re-roll a single dice and can do so even after seeing the result of their opponent's re-roll.

► COUNTER RE-ROLL
Seeing the results of the Orc's re–roll, the Warriors of Minas Tirith choose to re–roll one of their own dice.

Banner Bearers in Combat

While banner bearers are chosen for their skill and strength, carrying a banner in the midst of battle is still a difficult task. A model carrying a banner must reduce his dice score by 1 when working out who wins a fight. This can never cause his rolls to be less than 1, however, so a roll of 1 is not reduced to 0.

▲► SLAIN BANNER BEARER
As the banner bearer (a) is slain, one of his comrades snatches up the fallen banner (b).

Slain Banner Bearers

If a model carrying a banner is killed, it is possible for a friendly warrior in base contact with him to take up the fallen banner. Simply replace the warrior model with that of the banner bearer. A warrior that takes up a fallen banner loses all his equipment, except his armour. Models engaged in combat cannot pick up banners, nor can Heroes (unless specifically stated in their profiles entry). If a banner is not picked up straight away because no one is in base contact with the bearer, it is lost in the swirling chaos of battle and may not be used again during the game.

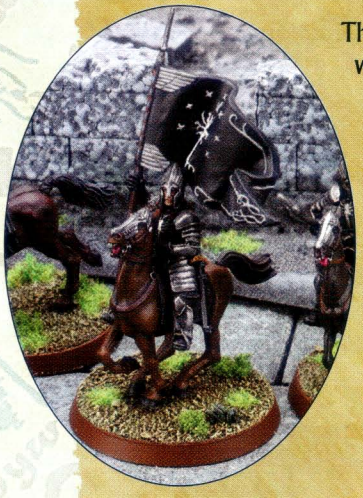
Banner Bearers

You can use the following entries to add banner bearers to your forces lists from previous Packs.

Special Rules

Banners are often precious and inspirational artefacts, sacred to the soldiers who carry them. You may not include more banner bearers in your force than you have Heroes, although you may, of course, include fewer.

Banner Bearers of Minas Tirith



The White Tree of Gondor is a sacred symbol to the Warriors of Minas Tirith, and they wear it proudly on their shields and armour. It is also the symbol they follow into battle as it flutters high upon their mighty banners.

	F	S	D	A	W	C	Move	M	W	F
Knight of Minas Tirith (Points Value: 38)	3	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-

Wargear: Heavy armour, banner, horse

	F	S	D	A	W	C	Move	M	W	F
Warrior of Minas Tirith (Points Value: 32)	3	3	5	1	1	3	14cm/6"	-	-	-

Wargear: Heavy armour, banner

Mordor Orc Banner Bearer (Points Value: 30)

Snarling faces, crude claws and the dreaded Red Eye of Sauron mark the banners of Mordor. Beneath these blood-soaked icons, Orc warriors march forth from the Black Gate, bringing with them fire and ruin.

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

Wargear: Armour, banner

Banner Bearers of Rohan

As the Rohirrim ride to war, their banners fly majestically in the clear, cold winds of the Riddermark. Depicting intricate designs and images of horses, the banners proclaim a people with a long and proud history.

	F	S	D	A	W	C	Move	M	W	F
Royal Guard of Rohan (Points Value: 34)	4	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-

Wargear: Heavy armour, banner Options: Horse 6pts

	F	S	D	A	W	C	Move	M	W	F
Rider of Rohan (Points Value: 38)	3	3	4	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-

Wargear: Armour, banner, horse

	F	S	D	A	W	C	Move	M	W	F
Warrior of Rohan (Points Value: 31)	3	3	4	1	1	3	14cm/6"	-	-	-

Wargear: Armour, banner

Uruk-Hai Banner Bearer (Points Value: 40)

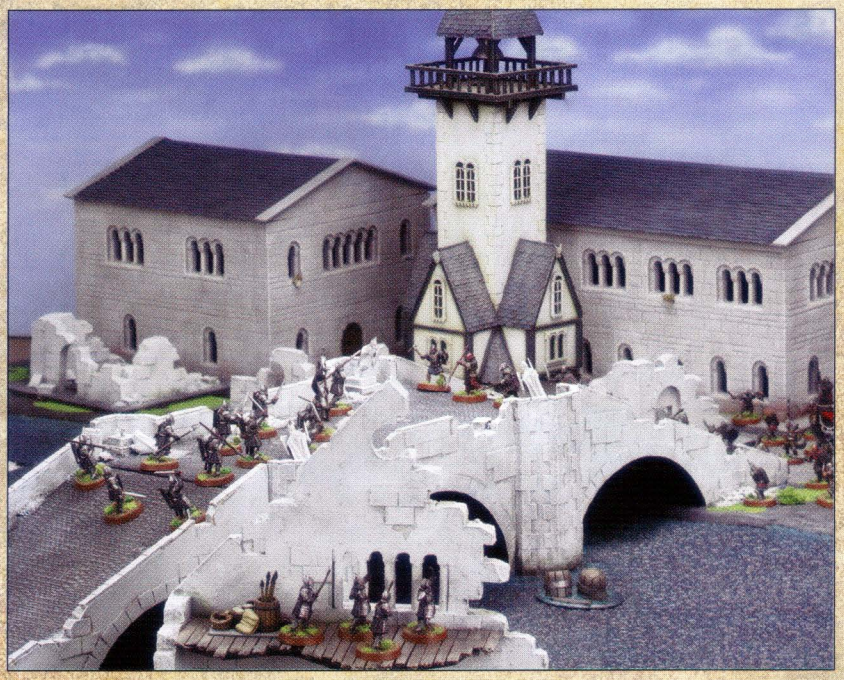
The banners of the deadly Uruk-hai bear the White Hand of Saruman. For the Uruk-hai it is a constant reminder of the dark will of their sorcerous master. However, for the Free Peoples of Middle-earth, this evil symbol of Isengard is a herald of doom.

	F	S	D	A	W	C	Move	M	W	F
Uruk-hai Warrior	4	4	5	1	1	3	14cm/6"	-	-	-

Wargear: Armour, banner

Defend the Bridge!

Osgiliath, once the proud symbol of the Free Peoples of Middle-earth, is now a war-torn and ruined place. As the Orcs of Mordor swarm towards victory, the last remnants of the broken army of Osgiliath come forward to fight them once more.



With their army decimated by the forces of Sauron, the defenders of Osgiliath begin their retreat towards Minas Tirith, determined not to let the White City fall to the Enemy. As they begin their exodus, the rear guard turn to face the Orcs to buy their brethren time to make good their escape. This scenario examines one such encounter, as a force of Orcs makes for a strategic crossing point across the Anduin. The brave Warriors of Gondor flock to their banner, determined to make a last stand and stem the Orc advance, at least for a time.

◄ CITY UNDER SIEGE
Osgiliath has suffered much under the ruinous hand of Sauron.

The Combatants

For this Battle Game, the Good player will need 18 plastic Warriors of Minas Tirith – armed and equipped however you choose from the models you have available – plus the Warrior of Minas Tirith banner bearer provided with this Pack. The Evil player will need 24 Mordor Orcs. Plastic and card figures have been provided in earlier Packs of *Battle Games in Middle-earth*.

► DEFENDERS OF GONDOR
The Warriors of Minas Tirith are proud and courageous soldiers.

► FORCES OF EVIL
The Mordor Orcs enforce the will of The Dark Lord.

Character Profiles

	F	S	D	A	W	C	Move
Warriors of Minas Tirith	3/4+	3	5 (6)	1	1	3	14cm/6"
Mordor Orcs	3/5+	3	4 (5)	1	1	2	14cm/6"

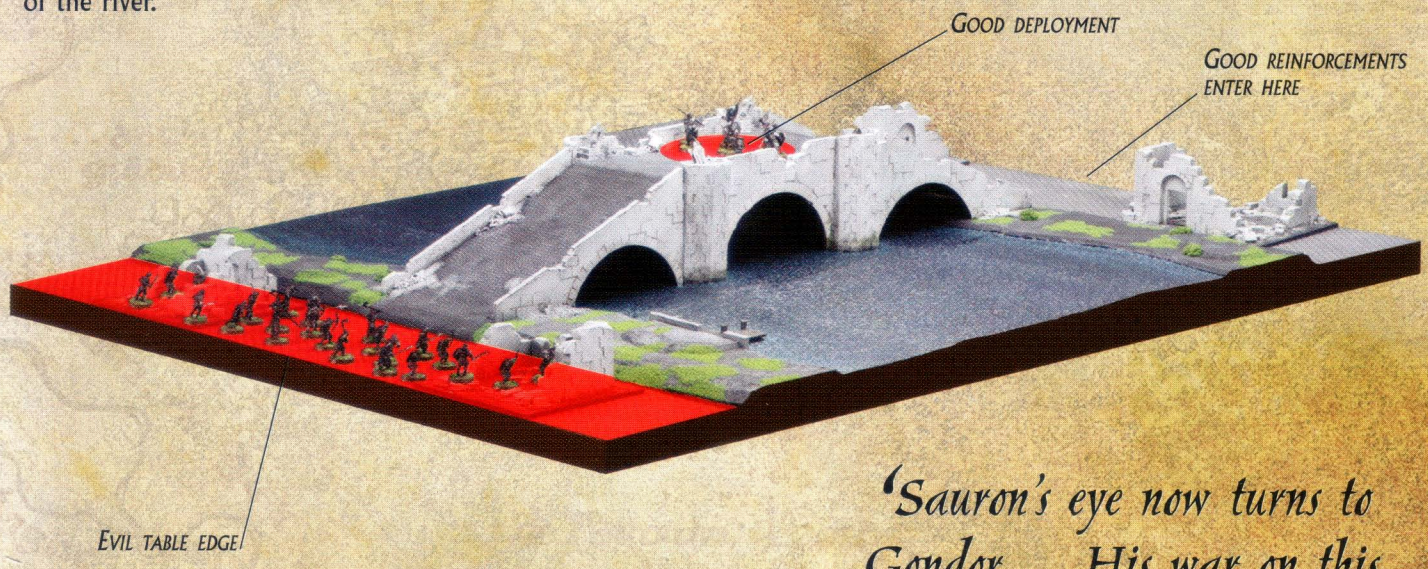
NB. A Warrior of Minas Tirith who carries a shield has his Defence increased to 6. An Orc with a shield has its Defence increased to 5. One Warrior of Minas Tirith carries a banner, and follows all the rules from this Pack's Playing the Game.

The Gaming Area

For this scenario you will need a gaming area measuring 120cm/4' by 90cm/3'. A model bridge, like the one featured in this Pack's Modelling Workshop, should run lengthways across the centre of the board, while a wide river cuts the gaming area in two, as shown. Any small, ruined buildings you have can be scattered around the area on either side of the river.

Starting Positions

The Good player places his Gondorian banner bearer in the dead centre of the board, in the middle of the bridge. He may then place six other Warriors of Minas Tirith on the bridge, within 8cm/3" of the banner bearer. The rest of his models are kept in reserve, and will enter play from the edge of the board, later in the game. The Evil player then deploys all of his models within 14cm/6" of the Evil table edge, as shown.



'Sauron's eye now turns to Gondor... His war on this country will come swiftly.'

GALADRIEL™

Scenario Special Rules

Reinforcements

The Good player will begin the game with 12 Warriors of Minas Tirith held in reserve. From turn six onwards, there is a chance that some or all of them will enter play from the Good table edge. At the start of the Good Move phase, roll a dice for each model in reserve. On the score of a 4, 5 or 6, the model is placed on the edge of the board and may join play. On a 1, 2 or 3, it must remain in reserve, but the Good player may roll again in subsequent turns. Roll in this manner every turn starting from the sixth, until all the Good reinforcements have arrived, or the game has otherwise ended. On the turn that they appear, Good reinforcements may move as normal as though they had arrived from the very edge of the board, but they may not charge into combat.

▲ GONDOR WILL ANSWER
Each time a 4+ is rolled on the dice, a Warrior of Minas Tirith answers the call for help.

▲ TRAPPED FIGHTER
The Orcs use their superior numbers to trap a Gondorian against the side of the bridge.

Treacherous Bridge

The long and arduous siege of Osgiliath has weakened the imposing bridge. Its stone walls now crumble, and the masonry is loose from the bombardment of Orc siege weapons.

Any model that is trapped in combat because the walls of the bridge prevent their escape is in danger of being pushed through the unstable masonry! If the trapped model survives the fight, roll a dice. On a 4, 5, or 6 the model remains on the bridge and the combatants are moved slightly apart as normal. On the roll of a 1, 2 or 3, the model falls into the river directly below the point where it was trapped. The model takes no damage, as the water breaks its fall, but it will have to swim to safety across the raging River Anduin.

◄ WEAKENED BRIDGE
The Warrior of Minas Tirith is pushed through the crumbling masonry into the river.

Swimming

The River Anduin is fierce and difficult to negotiate. Any model wishing to attempt to swim across it, or forced to after falling from the bridge, must roll a dice and compare it to the Swim Chart.

NB. Warriors of Minas Tirith will find it much harder than the Orcs to swim across the river, because they all wear heavy armour. This is the price you must pay for superior protection in battle!

Swim Chart

Any model beginning its turn in the river must roll a dice and look up the result below:

1 The warrior is forced under by the strong current, and is lost. Remove the model from play as a casualty.

2-5 The warrior manages to remain afloat and kicks towards shore. The model may move at half its usual movement rate.

6 The warrior swims strongly towards safety. The model may make its full move this turn.

Any model wearing heavy armour must deduct 1 from the dice roll, and is therefore removed from play on the roll of a 1 or 2.

◄ SWIMMING ORC
This Orc is forced to swim for the shore. Rolling a 3, he swims only half his normal move.

To the Bitter End

The defenders of Osgiliath are charged with an important task – to protect their companions as they make their escape from the city. So important is this duty that the warriors who begin the game on the bridge will not leave it until their reinforcements arrive. None of the warriors may move off the bridge by choice until Turn 6. In addition, for as long as the Gondorian banner is held by a Good model, the defenders automatically pass any Courage tests they are required to take.

◄ DEFENDERS OF THE BRIDGE
Models on the bridge will not leave it until their duty is served.

Winning the Game

- The Evil side wins the game if six of its models manage to move off the Good table edge.

- The Good side must try to prevent the Evil side from completing its objective. If the Evil side is reduced to fewer than 6 models due to kills, drowning or fleeing, then the Good side wins.

Alternative Approaches

The Points Match

Although this scenario is designed with the fall of Osgiliath in mind, there is no reason why you can't play it with alternative forces. Use points values to choose your own Good and Evil sides. We recommend that the defenders choose no more than 100 points' worth of models to start on the bridge, including a single banner bearer, and another 100 points of models to act as reinforcements. The attacker should choose a force of around 150 points. Uneven forces like this were discussed in Pack 33's Playing the Game.

◄ SARUMAN'S ARMY
The Elves of Lothlórien fight the hordes of Isengard in a besieged city.

Good Tactics

▲ SHIELDING
Fighting defensively will buy valuable time for the defenders.

◄ PROTECT THE BANNER
The banner is vitally important to holding the bridge – protect it at all costs!

When choosing which models will deploy first, bear in mind that defending your position on the bridge is the most important priority, followed by protecting your banner bearer. There are two distinct tactics to use here. Firstly, you may want to shoot at the enemy early on. Six archers can do a reasonable amount of damage, particularly against any Orcs that may not be carrying shields. In addition, they may exploit the volley fire special rule to increase their initial range. The downside is that they are brittle in combat due to their own lack of shields. The other tactic is to use heavily armoured warriors to delay the Orcs. Their superior Defence values and their ability to shield will buy you precious time until the reinforcements arrive.

Remember to keep your banner bearer in a central position, so that he can influence as many combats as possible. It is important to try to keep at least one friendly model in base contact with the banner bearer at all times. If the banner is lost, then you not only lose the bonuses in combat, but also your immunity to Courage tests.

Evil Tactics

The Evil side's main advantage is weight of numbers, and these should be brought to bear at every opportunity. Make use of spears where possible to gain extra attacks against the defenders. The Good warriors on the bridge have several advantages, such as superior Defence, immunity to Courage tests and the ability to re-roll dice in combat because of their banner bearer. The best way to counter this is to target the banner bearer wherever you can. Group together your archers and try volley firing at the defenders in the early turns. The more you can whittle down their numbers, the more chance you will have of breaking through their lines before the reinforcements arrive.

Once across the bridge, you will invariably have to face some – if not all – of the reinforcements. Use the ruined buildings to cover your escape and shield your warriors from the Good archers. Remember that if you have managed to kill the banner bearer, then you only have to kill ten models in total before the defenders must start taking Courage tests every turn.

▲ POT SHOTS
With a little luck, volley firing early on can take care of the banner bearer.

➤ HARD TARGET
The Orc scurries through the ruins to evade his foes' arrows.

Next Pack...

In Pack 35 of *Battle Games in Middle-earth*, we return to the events of *The Fellowship of The Ring*, as the warriors of The Fellowship flee to the safety of Lothlórien. Can the lady Galadriel protect the Heroes from the pursuing horde of Moria Goblins? You decide in the next Battle Game, 'Crossing the Silverlode'.

Gondorian™ Banner Bearer

Held aloft on the field of battle, the standards of Gondor are an inspiration to nearby warriors. Here we show you how to paint your new banner bearer miniature to add to your Minas Tirith force.

As the armies of Gondor march to war, its banner bearers are at their head. Honoured with the task of carrying a banner bearing the White Tree of Gondor into battle, these men inspire the warriors nearby to ever greater feats of bravery and bolster the morale of those whose courage may be wavering. Once you have painted your banner bearer as shown in this Painting Workshop, it will provide you with a focal point for your forces of Good and will add to their effectiveness on the field of battle. Since this model will be an important and prominent part of the army, it is worth spending a little extra time and effort to make it look really impressive.

◄ STANDARD OF THE WHITE TREE
The forces of Gondor advance, inspired by their standard.

Painting Essentials

Paints Required

- Mithril Silver
- Black ink
- Tin Bitz
- Chaos Black
- Codex Grey
- Dwarf Flesh
- Flesh Wash
- Elf Flesh
- Shining Gold
- Scorched Brown
- Blue ink
- Dark Flesh
- Fortress Grey
- Skull White

Warriors of Minas Tirith

The armour, clothing and skin on your Minas Tirith banner bearer are painted in the same way as on your other Warriors of Minas Tirith from Packs 23 and 33. The colours used are listed here. The banner pole can be painted in the same way as the Warriors' spears. Once the rest of the model is painted, all that remains is to paint the banner itself.

► PAINTED CLOTHES AND ARMOUR
Your banner bearer now simply needs his banner painted.

Painting Your Miniature

Painting Black

Black is one of the most difficult colours to paint, as there is no darker colour, so you cannot add shading to it. Also, unless you are careful, any highlights can appear chalky, giving the appearance of a dark grey rather than black. The way to avoid this is to keep the overall colours as dark as possible, applying the highlights very sparingly.

▲ TOO MUCH GREY
The highlights on this model are too pale, so the tunic looks grey rather than black.

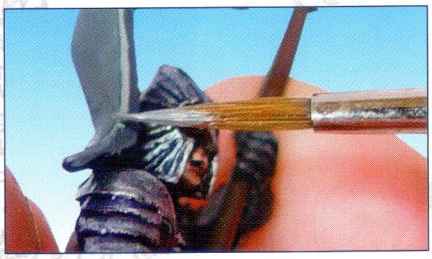
▲ BLACK TUNIC
Despite using grey for the highlights, by keeping them small and not too strongly contrasting, it still looks black.

1 Folds in the Banner

First, mix equal amounts of Codex Grey and Chaos Black together. Leaving the deepest folds in the cloth plain black, paint any raised areas on the banner with this dark grey colour. Don't worry if the overall colour looks too grey, as this will be darkened later.

◄ BILLOWING CLOTH
The deep folds in the banner are emphasised by leaving them black.

► SHARP HIGHLIGHTS
The finer you keep your highlights, the darker your banner will appear.

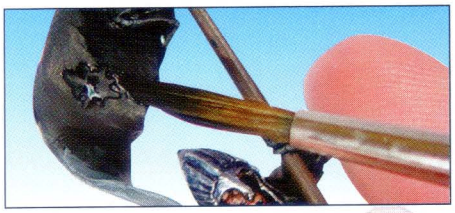


2 Highlighting the Banner

Next, highlight the edges of the banner using Codex Grey. This is done in the same way as the tunics of the other Warriors of Minas Tirith. Try to make the highlights as small and neat as you can, to keep the overall colour of the banner quite dark.

3 Black Wash

Once the highlights have been applied to the banner, it will appear dark grey in colour. In order to darken it back down to black, you can apply a black wash. Thin down some Chaos Black and paint it over the banner. Because the paint is watered-down, the highlights will show through, but the wash will stop them appearing so harsh and give the impression of the banner being black, rather than dark grey.



▲ DARKENING THE BANNER
Once the wash is dry, your highlights should still show through, but the banner should appear black.

4 The Banner Design

Once the banner has been painted black, all that remains is to pick out the tree and star emblems on it. Do this first using Fortress Grey, then very carefully highlight it using Skull White. Once the emblem has been picked out, all you need to do is base your banner bearer to match your other Warriors of Minas Tirith.

► THE WHITE TREE OF GONDOR
Painting over Fortress Grey means that the white will appear brighter than if it were applied straight over black.

▲ STANDARD OF GONDOR
Your finished banner bearer, ready for use in your Battle Games.

Osgiliath™ Bridge

Bridges often form important strategic points when they are the only way to cross the natural barrier of a river. Those in the besieged city of Osgiliath are no exception. In this Pack we look at how to build a huge stone bridge like the ones found in that great city.

Osgiliath is a sprawling city, cut in two by the great River Anduin. The only connections between the east and west sides of the city are gigantic stone bridges, which become tactically vital in times of war. In this Pack we show you how to represent the River Anduin by reusing some of your lake sections from Pack 19, as well as how to construct an imposing bridge to span it. This scenery project is modular terrain, and uses the skills you have learned from previous Packs of *Battle Games in Middle-earth.*

◄ BRIDGE OVER THE ANDUIN
The soldiers of Gondor prepare to sell their lives to hold the bridge.

You Will Need

- Foam card
- Craft knife and steel ruler
- Plate or circular object
- Thin card
- Masking tape
- PVA glue
- Super glue
- Textured wallpaper
- 2cm/1" thick styrene
- Polystyrene ceiling tiles
- Straight pins
- Fine textured masonry paint
- Modelling sand and gravel
- Chaos Black, Codex Grey, Bleached Bone, Skull White, Goblin Green and Enchanted Blue acrylic paints
- Brown and Green inks
- Flock and coarse turf
- Men of Gondor plastic miniatures

RECAP

Lakes and Shores

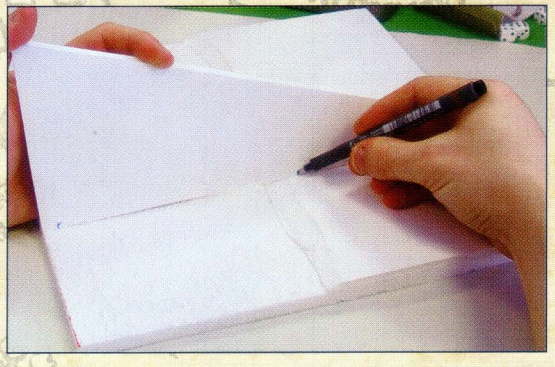
This modelling project requires the lake from Pack 19's Modelling Workshop, along with a few new lake sections. You will need to make two deep-water sections and four extra shore sections, following the instructions from that Pack. Build these first before starting the bridge, but leave them unpainted for the time being. Two of the shore sections and one deep-water section will be used to support the bridge.

The Bridge Slopes

1 Side Walls

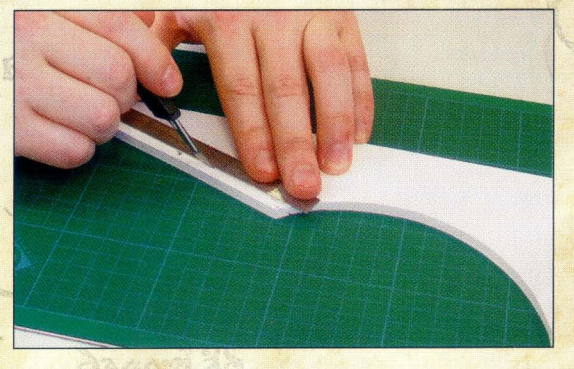
The bridge consists of two slopes – attached to shore sections of the lake – and a middle part that is attached to a deep-water section. The slopes require slightly more planning than the middle section, because they overlap the part of the lake sections between the shore and the water, meaning that you have an uneven surface to work on. For each slope section, you will first need to cut two pieces of foam card to form the side walls. These will be roughly triangular, approximately 12cm/4½" high at the tall end and 2½cm/1" high at the other end. The triangles will need to be about 3cm/1½" shorter than the river section.

Mark a point on the bottom of each triangle about 5mm/¼" from the tall edge. Line this edge up against the edge of your river tile. Now mark where the shore comes to. Use a plate or other circular object to draw an arch shape spanning these two points. With a craft knife, cut out the archways from your triangles. Finally, mark the thickness of your foam card (usually about 5mm/¼") onto the part of the slope that will rest on the shore, and remove this strip. When you come to assemble your slopes, the side walls should fit snugly into place. Remember, you will need to make four side walls in total – two for each slope.



◄ PREPARING THE ARCHWAY
It's important to mark out exactly where you want the archway to go before cutting it out.

► MARKING THE CURVE
Use an appropriately sized circular object to draw the archway.



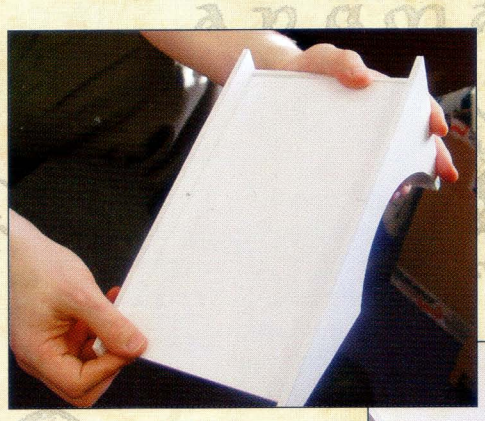
◄ TRIMMING THE WALL
Cutting away a small section will allow your wall to fit neatly onto the river section.

2 Assembling the Slopes

To make the basic slope, you will need to cut two rectangles of foam card, one measuring about 10cm/4" by 15cm/6" and the other about 27cm/10½" by 15cm/6". The longer piece will form the top surface of the road, while the smaller will be a vertical supporting wall at the tall end of the slope.

First, glue the tall edges of the triangles to the smaller rectangle to form the start of the wedge shape. Next, glue the large rectangle into position to form the sloping road that leads onto the bridge. Leave the walls jutting up over the level of the road by about 2cm/1". Finally, stick the whole slope to the shore tile. Aim to get as close a fit as possible, trimming the components if necessary.

Before moving on to the next Step, you'll need to cover the joins of the foam card with strips of masking tape. This is especially important at the bottom of the slope, where masking tape will help it blend in seamlessly with the shore.



◄ ASSEMBLING THE RAMP
Glue the foam card sections together to form the slope.

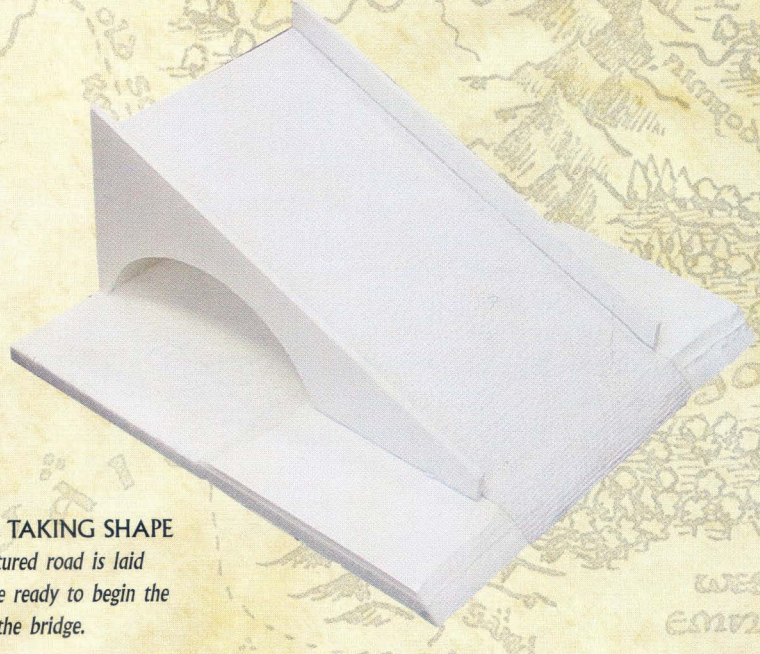
► TAPING THE SLOPE
Use strips of masking tape to tidy the edges and hide the joins of your model.

TOP TIP

Wallpaper has a habit of wrinkling or developing air bubbles, which can result in a lot of cutting or repositioning. To prevent this, paint both the back of the wallpaper, as well as the surface you want to stick it to, with a liberal coat of thinned-down PVA glue. Stick the wallpaper down, smooth out the creases, and you'll find it dries much flatter than normal.

3 Wallpaper

Cut a long strip of cobblestone-patterned wallpaper the same width as your slope. Glue this down flat to the top surface of the ramp. If you tuck any excess wallpaper underneath the tile, you will find that you have a much neater finish.



► BRIDGE TAKING SHAPE
Once the textured road is laid down, you are ready to begin the next part of the bridge.

'Orcs have taken the eastern shore... by nightfall we'll be overrun.'

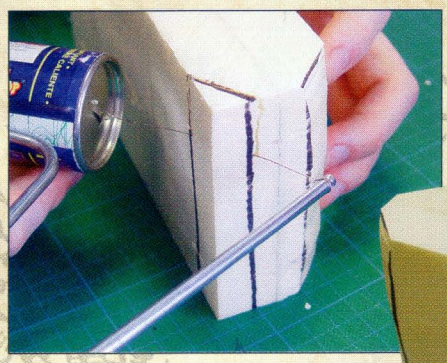
MADRIL ™

The Middle Section

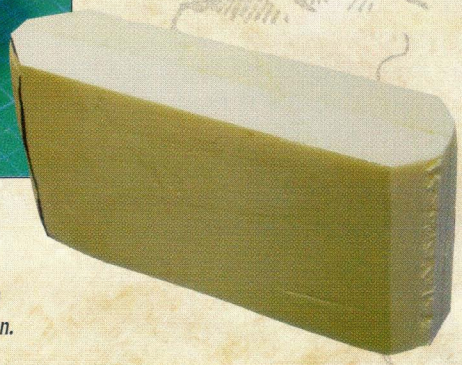
1 Styrene Buttresses

The middle section of the bridge sits between two large buttress supports. Each buttress is made from two rectangles of 2cm/1" thick styrene, measuring approximately 20cm/8" by 10cm/4". Glue these two rectangles together to form one, 4cm/2" thick rectangle of styrene.

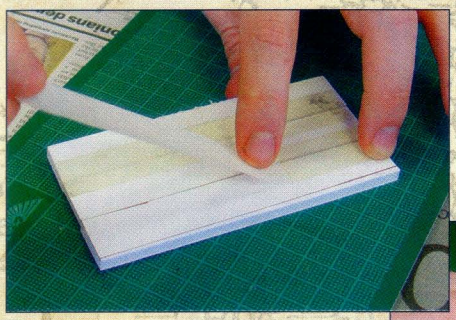
Next, mark a vertical line about 1cm/½" from each corner of the buttress and, using a hot wire cutter, follow the lines and remove the corners to make the buttress an elongated octagon shape. This will make for a more interesting architectural design later.



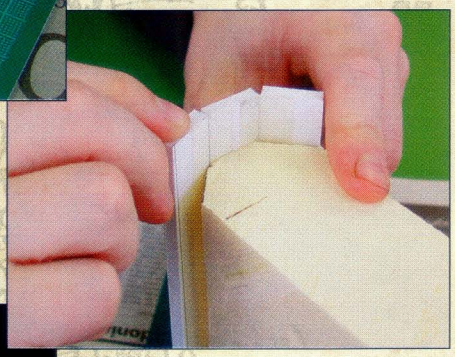
◄ CUTTING CORNERS
Cut the corners off the styrene buttresses to make a more interesting shape.



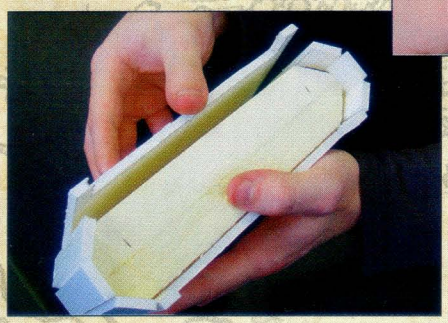
► BUTTRESS SUPPORTS
The basic structure of the buttresses can now be seen.



◄ TAPING THE STRIPS
Use masking tape to hinge three of the foam card strips.



► MAKING THE ALCOVES
Fold the foam card walls around the buttresses to make shaped alcoves.

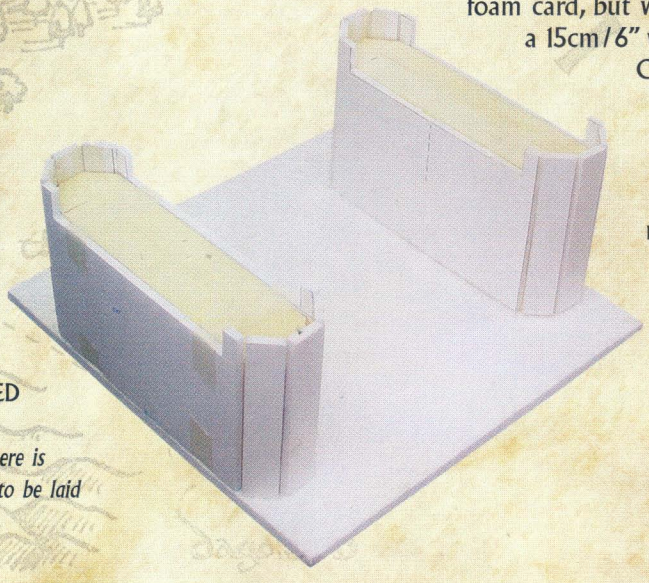


▲ STICKING THE SIDES
Finish the buttress supports by adding foam card sides.

2 Buttress Walls

Next, you will need to make foam card walls to surround the shaped ends. When assembled, these will form small alcoves on your bridge. First, cut out 12 rectangles of foam card, about 2cm/1" by 12cm/5". Place three of these side-by-side and join them together with strips of masking tape. These should hinge and fit snugly against the shaped end of your buttresses. Repeat the process with the other rectangles, until you have four complete sets of hinged rectangles. Glue one to each end of your buttresses.

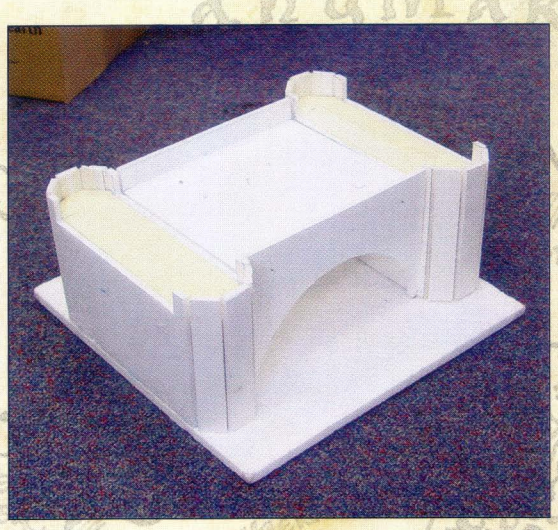
To finish off the buttress supports, cover their sides with pieces of foam card. These will need to be cut to size, up to the height of the foam card, but with a section removed for a 15cm/6" wide road to run across. Once this is done, you can attach the buttresses to a deep-water river section, one at either end, placed centrally so that they match up with the slopes you have already built.



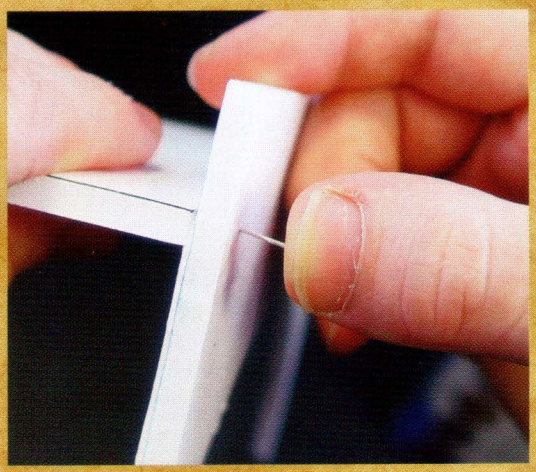
► THE FINISHED BUTTRESSES
You can see that there is room for the road to be laid across the middle.

3 The Centre Span

Measure the gap between the two buttresses and cut out two rectangles of foam card long enough to fit and about 12cm/5" high. Mark the centre point along the bottom edge of each piece of foam card, before drawing out an archway using the same circular object from Step 1 of the bridge slopes. Cut the archway out of each section and put them to one side for now. Cut out a third rectangle of foam card the same length as the arch sections and the same width as your sloping roads (about 15cm/6"). Glue this between the two arch sections so that it forms the middle part of the road, while the arches form the sides of the bridge, with walls jutting up about 2cm/1". Glue the whole construction into the centre of the bridge as shown.



◄ ADDING THE CENTRE
Once the central section is glued in, your bridge looks more complete.



HOLDING PINS

The foam card bridge needs to be as level as possible, which is tricky when you try to hold the whole model together as it dries. Use small pins to hold the parts in place while it glues. When the PVA is dry, remove the pins. Your components should have stuck in precisely the right position.

◄ PINNING
Leave some of each pin showing, so it can be pulled back out.

4 Wallpaper

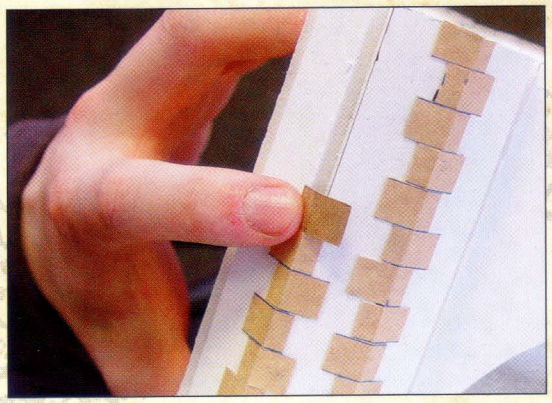
Using your cobblestone-patterned wallpaper, cover the whole road surface to hide the joins between the buttresses and the centre span. You may need to cut the wallpaper to make it fit neatly into the alcoves, but don't worry – these cuts can be covered later by rubble and other details.

► COBBLED ROAD
The wallpaper covers all the joins, leaving you to concentrate on adding details.

Adding Detail

1 Brickwork

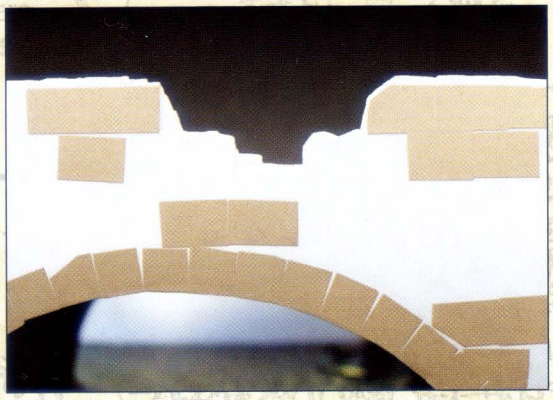
The bridge will be greatly enhanced by the addition of brickwork. Simply use thin card, such as cereal packet, to make small bricks. Add these to the sides of the walls, along the ridges of the arches and to the corners of the buttresses. Finally, glue a line of small, rectangular card tiles along the top edges of the walls to finish off. These tiles will also serve to hide the large joins around the pentagon-shaped alcoves.



◄ ADDING BRICKWORK
Card bricks not only add detail, but also cover any unsightly gaps.

2 Damaged Areas

Because Osgiliath has been under siege for so long, the bridge would probably have incurred lots of battle-damage. To represent this, use a sharp craft knife to cut jagged shapes out of the walls of the bridge. This will make the walls look partially collapsed, especially if you add foam card rubble and sand next to the gaps.

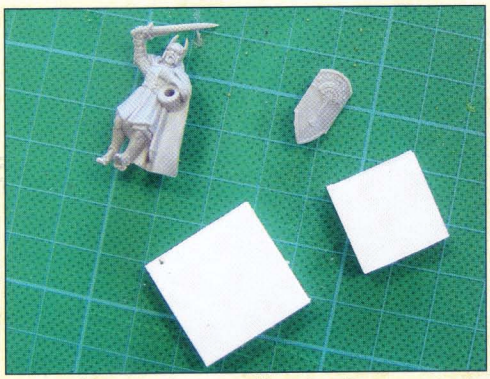


◄ BATTLE-DAMAGE
Crumbling and damaged walls add to the besieged look of the bridge.

◄ ALMOST FINISHED
The last thing to do before painting is add some statues.

3 Statues

Statues are an important part of Osgiliath terrain. To make statues for your bridge, you will need four spare plastic miniatures. We used Second Age Men of Gondor for a more historical look, but you could just as easily use Warriors of Minas Tirith. Make a simple plinth for your statue by cutting two small squares of foam card – one about 2½cm/1" and the other slightly smaller. Glue them together and place the statue on top, as shown.



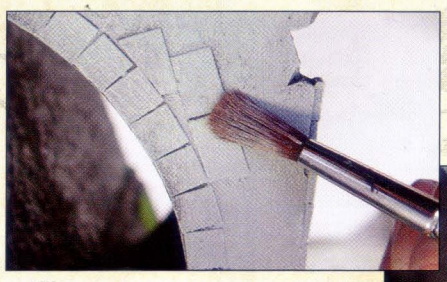
▲ STATUE COMPONENTS
A few simple components can make a great statue.

▲ ASSEMBLED STATUE
A Gondorian statue, ready to paint.

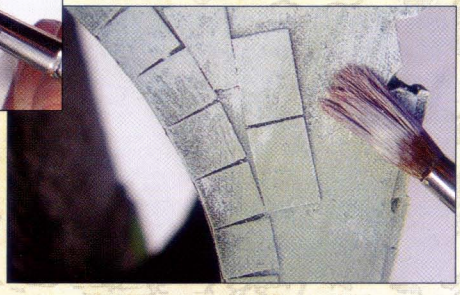
Painting the Bridge

1 The Bridge Walls

Before painting the bridge, undercoat everything except the water areas with black textured paint. We chose to make our bridge walls fit in with our Osgiliath ruins from Pack 33's Modelling Workshop. Paint them Codex Grey, before dry-brushing them first with Bleached Bone and finally with Skull White. Use watered-down Brown ink and Green ink sparingly to add detail. Any rubble and damaged areas can be painted the same way to look as though they were once part of the same wall.



◄ OSGILIATH COLOURS
A dry-brush of Bleached Bone makes the colour of the bridge more suited to Osgiliath.



► HIGHLIGHTING WALLS
A final dry-brush of Skull White will pick out the fine texture.

RECAP

Painting Water

Undercoat the water areas with Chaos Black paint. The water is then painted in exactly the same way as in Pack 19, with a mix of Chaos Black, Enchanted Blue and Goblin Green forming the base colour. Add more blue and green to the mix and use it to dry-brush on the highlights. Areas near the shore can be made even lighter by adding white to the mix, so they appear shallow. After the paint is dry, don't forget to cover the water areas with a liberal coat of PVA glue to leave it looking shiny.

2 The Road and Shores

The wallpaper-covered road and the shores can be simply dry-brushed Codex Grey to pick out the texture. If you want to emphasise it more strongly, then give it a lighter dry-brush with Fortress Grey to finish off. By gluing on patches of flock and clumps of coarse turf to the shores, you will help blend them into your gaming table as well as distinguish them from the road areas.

◄ FINISHING SHORES
Small patches of flock will match your bridge sections to earlier terrain.

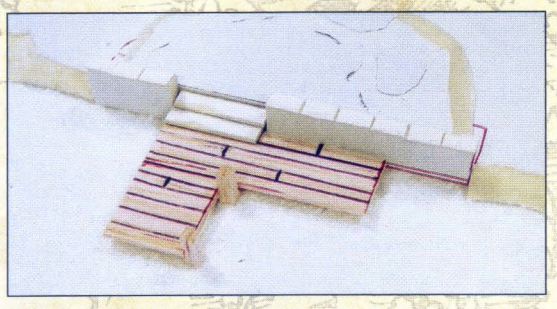
► THE FINISHED BRIDGE
The Osgiliath Bridge is ready to be defended from the invaders.

Scenic Details

1 Floating Debris

The flotsam and jetsam of the river is quite simple to model. First, make a base out of a piece of thick card. Next, make a barrel in the same way as in Pack 13's Modelling Workshop, but cut the barrel in half at an angle. The two halves can be glued to the base to represent two barrels bobbing around in the river. Add a few scraps of balsa wood to represent driftwood, before painting it using the usual techniques for painting wood and water.

◄ FLOTSAM AND JETSAM
Making your debris on bases gives you more options when placing your scenery.

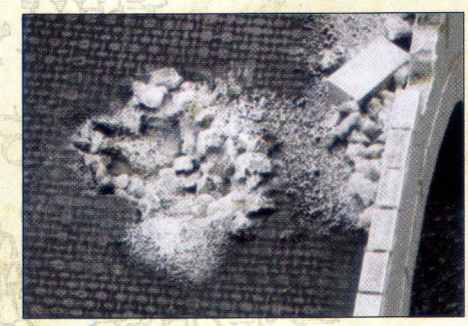


◄ RIVERSIDE JETTY
This jetty was made from simple materials.

2 Breakwaters and Jetties

This jetty was made from small off cuts of balsa wood, scored to look like planks and painted in the usual way. The breakwater is simply a thin rectangle of foam card, topped with card tiles. The wall was painted in the same way as the bridge walls. Intricate details like this really bring the model to life.

► MAKING POTHOLES
Areas of difficult terrain make the road more interesting.



3 Ruined Road

You may like to represent parts of the road that have been hit by siege weapons, forming potholes and small craters in the road's surface. Simply cut a hole out of the surface of your road, before patching it up from the underside with another piece of foam card. Once this is done, add sand and debris around the edge of the hole before painting.

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THE LORD OF THE RINGS
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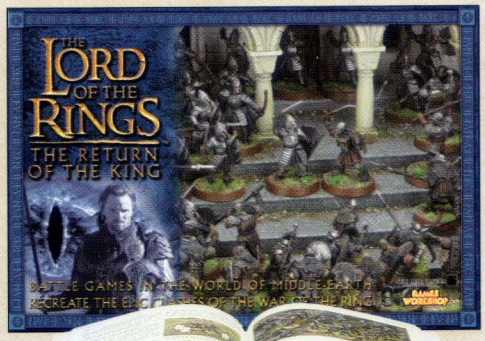

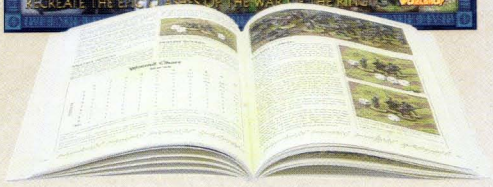

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