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THE LORD OF THE RINGS

BATTLE GAMES 73

— in Middle-earth —



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DESCENDS ON MINAS TIRITH

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THE LORD OF THE RINGS

BATTLE GAMES 73 — in Middle-earth —



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Heroes of the Shire™

Although the Hobbits Merry and Pippin revel in the victory over Saruman, greater dangers loom ahead for them both. Pippin's inquisitive nature causes him to peer into the Palantír, provoking Gandalf to speed him away from his companions.

After gazing into the Palantír, Pippin has drawn the attention of Sauron, who now believes the foolish Hobbit to be the Ringbearer. Frightened and alone, Pippin is taken by Gandalf to the city of Minas Tirith, where he surprises all by finding the courage to pledge his service to the Steward of Gondor. In the siege of the city, he proves his worth as a guard of the Citadel by saving both Gandalf and Faramir's lives. Merry, seeing all his friends riding to war, is resolute not to be left behind, and petitions Théoden to make him an esquire of Rohan. Although he is granted the position, Théoden deems the battlefield no place for a Hobbit. Forced to conceal his presence, Merry rides with Éowyn to the Battle of the Pelennor Fields and is instrumental in

defeating the dreaded Witch-king. The rigours of war have changed the two Hobbits from the Shire, turning them into real warriors, and the two companions eventually ride with the Heroes of the West to the Black Gate and an uncertain future.

'There is a task... Another opportunity for one of the Shire-folk to prove their great worth.'

GANDALF THE WHITE™

In this Pack's Playing the Game, we introduce the first part of the rules for Battle Companies, which allow you to create small forces and watch them grow with experience. In the Battle Game, we follow the action as Pippin helps Gandalf defend the walls of Minas Tirith. The Painting Workshop shows you how to paint your Merry and Pippin models, resplendent in their new armour. Finally, the Modelling Workshop looks at how to create detailed models such as the dead that litter the battlefield.



◀ ▲ BRAVE WARRIORS

Pippin and Merry are now determined warriors, fighting for both Gondor and Rohan.



Battle Companies

As the War of The Ring rages, small companies of warriors clash throughout the lands of Middle-earth. Here, we provide rules for creating such warbands, playing games with them, and developing them over the course of a campaign.



As the Ringbearer continues on his quest, and battles between huge armies rage, vast numbers of smaller skirmishes are taking place all over Middle-earth. Small bands of warriors fight, some seeking to further the ends of their dark masters, others to defend the realms of the Free Peoples. As time passes, the members of these companies grow more experienced, receive injuries and extra abilities, and new warriors join the company, bolstering its numbers.

In this Playing the Game, we present the first part of the rules for playing with Battle Companies, which allow you to take control of a band of warriors and lead them either to glory or defeat in a series of games. The results of each game will have repercussions for your Battle Company and how it will develop and grow from one game to the next.

◀ SKIRMISHING FORCE

Faramir's Rangers roam the wilderness of Middle-earth.

Building up a Battle Company

Using the rules for Battle Companies presented here, you can gradually build up a highly personalised force, starting with a small number of models, and watching it grow and change from one game to the next. Additional rules and scenarios will be included in future Packs. Many gamers like to paint and convert their models as their Battle Companies progress, representing the new abilities and equipment gained, as well as any new members that join the company. The fact that only a few models are involved allows you to play fast and furious Battle Games without requiring a great deal of space or time.

► EVIL CAPTAINS

These converted Captains from Packs 22 and 41 make ideal leaders for your Company.





Assembling a Company

Before embarking on a Battle Companies campaign, you will need to assemble your group of adventurers using the guidelines presented here.

Choosing your models

First of all, you need to choose which Battle Company you wish to use, and refer to the relevant Company List to see what models you will require for your starting force. Company Lists for Gondor and Mordor Battle Companies can be found on pages 6-7 and 8-9 respectively. Those for other Battle Companies will be in next Pack's Playing the Game. Profiles for all the warriors that compose the various Battle Companies can be found in the relevant 'Forces of...' lists in previous Packs.

During your games you will need to be able to easily distinguish between the different members of your Battle Company. The best way to do this is to name each of them and make a note of their profiles and equipment. Next, you need to choose one of your Company to be the leader. This model adds one point of Fate to its profile and is now treated as a Hero in all respects. The remaining members make up the Soldiers of the Company – the regular, rank-and-file warriors. Once you have made a note of your Company members' names and equipment, you will need a copy to refer to and keep records on for any future games you play using your Company. Throughout your games your Company may grow in size, although it may not exceed fifteen members in total.



◀ ▲ DISTINCT WARRIORS

Using models in a variety of poses makes it easier to distinguish between different Soldiers who are identically equipped.

The Game Sequence

1 Playing Games

In addition to actually playing games with your Battle Companies, there are a number of steps you will need to follow before and after each game. These steps will allow you to keep track of your Company's progress from one game to the next.

A number of scenarios specifically for use with Battle Companies will be included in Pack 75. In the meantime, use the 'Open War' scenario from Pack 23. Alternatively, you can use any scenarios of your own devising. During the game, you need to keep a note of the wounds inflicted on enemies by each individual member of your Company. This is essential for the post-game process. Wounds that are subsequently recovered using Fate still count towards this. If two or more models from the same side are involved in the same fight, the controlling player may choose which model is credited with inflicting the wound. After the game has ended, move on to the remaining steps of the Game Sequence.



▲ ASSIGNING WOUNDS

The Warrior of Minas Tirith is killed while fighting against the two Orcs. The Evil player decides that the Orc armed with a two-handed weapon will take credit for the wound.



2 Roll for Injuries

Any models 'killed' during a game are assumed to have been taken out of action. They may be dead, or simply have suffered a wound that prevents them from participating any further in the battle. To determine what has happened to each model after the game, roll on the appropriate Injury table. If a model dies or is forced to retire, all its equipment will be lost, too. If a model's mount is killed, it is replaced at no extra cost before the next game.

SOLDIERS' INJURY TABLE

DICE	EFFECT
1	Dead.
2-3	Injured: The Soldier must miss the next game to recover.
4-6	Full Recovery: The Soldier may rejoin the company for the next game with no further penalties.

HEROES' INJURY TABLE

Roll two dice on the table.

DICE	EFFECT
2	Dead.
3	Multiple Wounds: The Hero must reduce his Defence value by 1 point. If a Hero rolls this result again in the future, then he dies from his wounds and must be removed from the Company.
4	Arm Wound: The Hero loses the use of one arm, and may only use a single hand weapon from now on. If a Hero suffers a second Arm Wound, he may no longer fight, and must be retired from the Company.
5	Leg Wound: The Hero's Move is reduced by 2cm/1". If he suffers a second Leg Wound, he may no longer fight, and must be retired from the Company.
6-7	Full Recovery: The Hero may rejoin the Company for the next game with no further penalties.
8	Light Wound: The Hero must miss the next game to recover. Alternatively, you may re-roll on this table, but must accept the second result.
9	Flesh Wound: The Hero must miss the next game to recover.
10	Recurring Injury: Roll one dice for each Recurring Injury the Hero has before every game. If any roll results in a 1, the Hero must miss that game.
11	Fearsome Reputation: Word of the Hero's amazing resilience spreads, gaining the company an additional number of Influence Points equal to the roll of a dice.
12	Favoured by Fortune: The Hero is miraculously unharmed. He gains an additional point of Fate, up to a maximum of three points.





3 Experience and Promotions

If a member of the Company survives a battle, he will gain experience and his fighting abilities may improve. This works differently for Heroes and for rank-and-file Soldiers.

A Hero will gain one Experience Point for each of the following situations:

- Each time he survives a game without being taken out of action.
- Each time his Company wins a game.
- Each wound he inflicts on an enemy.

For every five Experience Points gained, the Hero may roll a dice on the Hero Advance Table.

To see if a Soldier is promoted, roll a dice and add the number of Wounds inflicted on enemies, then consult the Soldier Promotion Table. A Soldier that has already been promoted may only receive a Heroic Promotion.

*'Put aside the Ranger
— become who you
were born to be'*

ELROND™

SOLDIER PROMOTION TABLE

DICE	EFFECT
1-6	No effect.
7	Promoted. Consult the Promotion Chart in the relevant Company List.
8 or more	Heroic Promotion. The Soldier becomes a Hero, gaining a point of Fate and, from the next game onwards, is treated as a Hero in all respects.

HERO ADVANCE TABLE

DICE	EFFECT
1	The Hero's Fight or Shoot value (you may choose) improves by one point, up to a maximum of 6/3+
2	The Hero's Strength or Defence value (you may choose) increases by one point. Neither may increase more than once.
3	The Hero's Courage value increases by one point, to a maximum of 6.
4	The Hero's Attacks or Wounds value (you may choose) increases by one point, up to a maximum of 3 each.
5	Roll on the Special Advance table in the relevant Company List.
6	Choose any of the above results.

4 Influence and Reinforcements

Influence represents the Company's renown, and the favour of the lords of its realm. The more victories it achieves, the more influential the Company will become, gaining new members and equipment. Refer to the Influence chart to see how many Influence Points, or IPs, your Company gains after each game.

Influence Points may be spent in two ways. For 3 IPs, you may roll once on your Company's Reinforcements table. This roll may be modified by spending as many additional IPs as you wish – one per point you wish to modify the roll by. Alternatively, you can purchase additional equipment at the cost shown in your Company List.

INFLUENCE CHART

Action	IPs Gained
Playing a game	2
Winning the game	+2
Drawing the game	+1



Mount
Gondor

Gondor™ Company List

Starting Force

A Gondor Battle Company initially comprises 7 Warriors of Minas Tirith – two with bows, three with hand weapons and shields, and two with spears and shields.

GONDOR REINFORCEMENTS TABLE

DICE EFFECT

- | | |
|---|---|
| 1 | No Reinforcements. |
| 2 | Warrior of Minas Tirith with hand weapon and shield. |
| 3 | Warrior of Minas Tirith with spear and shield. |
| 4 | Warrior of Minas Tirith with bow. |
| 5 | Choose any of the above. |
| 6 | Roll another dice – 1-2: Ranger of Gondor with hand weapon and bow, 3-4: Guard of the Fountain Court with spear, 5-6: Knight of Minas Tirith. |

GONDOR SPECIAL ADVANCE TABLE

DICE EFFECT

- | | |
|---|--|
| 1 | Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each. |
| 2 | Favour of the Court: When rolling on the Reinforcements Table, you may re-roll one dice for each Hero in your Company with this ability. |
| 3 | Blade Master: Once per turn, the Hero may re-roll one of his dice when determining who wins a fight. |
| 4 | Courageous: the Hero may re-roll all failed Courage tests. |
| 5 | Leadership: When making a Stand Fast roll, the Hero affects models within 28cm/12", instead of 14cm/6". |
| 6 | The Hero gains an extra point of Might, up to a maximum of three. |





GONDOR EQUIPMENT OPTIONS

Bow:	1 Influence Point
Horse (Heroes only):	2 Influence Points
Lance (mounted models only):	1 Influence Point
Shield (not available to Rangers or Knights):	1 Influence Point
Spear:	1 Influence Point



▲ **WEAPONS OF WAR**
Gondorian weapons are finely
crafted and well-maintained.

GONDOR PROMOTION CHART

Warrior	Promotion
Warrior with bow	Ranger of Gondor
Warrior with spear and shield	Knight of Minas Tirith
Warrior with hand weapon and shield	Guard of the Fountain Court



▲ **IMPROVED AIM**
The Archer becomes a Ranger,
raising his Shoot value to 3+.





Mordor™ Company List

Starting Force

A Mordor Battle Company initially comprises 11 Orc Warriors, two with Orc bows, three with two-handed weapons, three with hand weapons and shields, and three with spears.

MORDOR REINFORCEMENTS TABLE

DICE	EFFECT
1	No Reinforcements.
2	Orc Warrior with spear.
3	Orc Warrior with hand weapon and shield.
4	Orc Warrior with Orc bow.
5	Choose any of the above.
6	Roll another dice – 1-3: Warg Rider either with hand weapon and shield, throwing spear or Orc bow, 4-6: Uruk-hai Warrior with hand weapon.

MORDOR SPECIAL ADVANCE TABLE

DICE EFFECT

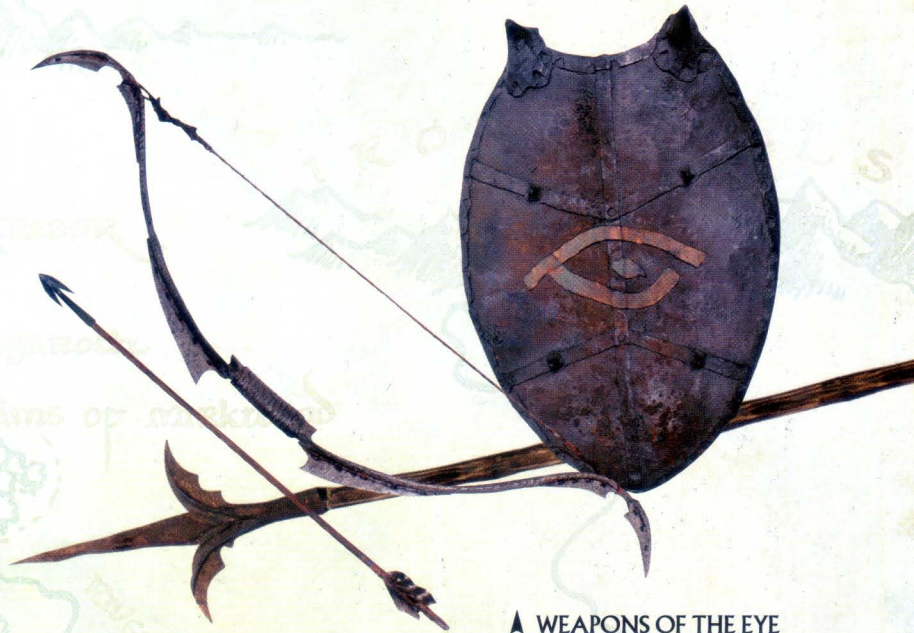
- | | |
|---|--|
| 1 | Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each. |
| 2 | Favour of the Eye: When rolling on the Reinforcements Table, you may re-roll one dice for each Hero in your Company with this ability. |
| 3 | Blade Master: Once per turn, the Hero may re-roll one of his dice when determining who wins a fight. |
| 4 | Mighty Strength: If using a two-handed weapon, the Hero does not suffer the -1 penalty to his dice roll in a fight. |
| 5 | Leadership: When making a Stand Fast roll, the Hero has a range of 28cm/12". |
| 6 | The Hero gains an extra point of Might, up to a maximum of three. |





MORDOR EQUIPMENT OPTIONS

Orc bow:	1 Influence Point
Warg (Orc Heroes only):	2 Influence Points
Throwing spear (Warg Riders only):	1 Influence Point
Shield:	1 Influence Point
Spear (Orcs only):	1 Influence Point
Two-handed weapon:	1 Influence Point



▲ **WEAPONS OF THE EYE**
Orc weapons are crudely constructed yet effective.

MORDOR PROMOTION CHART

Warrior

Promotion

Orc with bow

The Orc adds 1 point to his Shoot value

Orc with spear, or hand weapon and shield

Warg Rider with either: a hand weapon and shield, throwing spear or Orc bow

Orc with two-handed weapon

The Orc adds 1 point to his Strength and Defence



▲► MIGHTY STEED

The Orc Warrior is promoted and becomes a deadly Warg Rider.





Defend the Walls

In a storm of steel and blood, the Witch-king's army has come crashing down on Minas Tirith. Caught up in the madness of battle, Pippin must gather his courage and fight his way to Gandalf, helping the old Wizard to muster the scattered defenders.



Trapped within Minas Tirith by the Mordor army, both Pippin and Gandalf find themselves in the midst of the bloody and brutal siege. Having accepted the title of Guard of the Citadel, Pippin must honour his oath to Denethor and the people of Gondor by defending the city with his life. However, the Steward's growing madness has left the city's Garrison confused and demoralised. It has fallen to Gandalf to rally the troops, as well as shield the young Hobbit from the worst of the fighting.

In this Battle Game, the Good player must use Pippin, Gandalf and a handful of defenders to hold out against Sauron's hordes for as long as possible before falling back to the safety of the second tier. The Good side must survive not only the endless hordes of Orc Warriors, but also the attentions of the horrific Witch-king.

◀ BLOOD ON THE WALLS

The Orcs of Mordor spill onto the walls of Minas Tirith in their thousands, determined to sweep aside any resistance.

THE COMBATANTS

For this scenario the Good player will need the Pippin model included with this Pack, as well as the Gandalf the White figure from Pack 39. He will also need all 24 of the plastic Warriors of Minas Tirith from Packs 23 and 33. The Evil player will require all 36 plastic Mordor Orcs from Packs 24, 41 and 72, as well as 2 Orc Captains, one from Pack 17 and also either Grishnákh or Gorbag, from Packs 48 and 17 respectively. He will also need the card figure Witch-king on Fell Beast, included with Pack 71.

► DEFENDERS OF THE WHITE CITY

Gandalf and Pippin fight to save Minas Tirith from Sauron's army.



▲ VICIOUS HORDE

The Orcs swarm the walls of Minas Tirith in near endless tides.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Gandalf the White	5/-	5	6	1	3	7	14cm/6"	3	6+1	3
Pippin Warrior of Minas Tirith	3/3+	2	4	1	1	4	10cm/4"	1	1	2
Witch-king	5/-	4	8	1	1	6	14cm/6"	3	20	3
Fell Beast	5/-	6	6	2	3	3	28cm/12"	-	-	-
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Orc Warrior	3/5+	3	4	1	1	2	14cm/6"	-	-	-

NB. Models carrying shields increase their Defence value by 1 point.

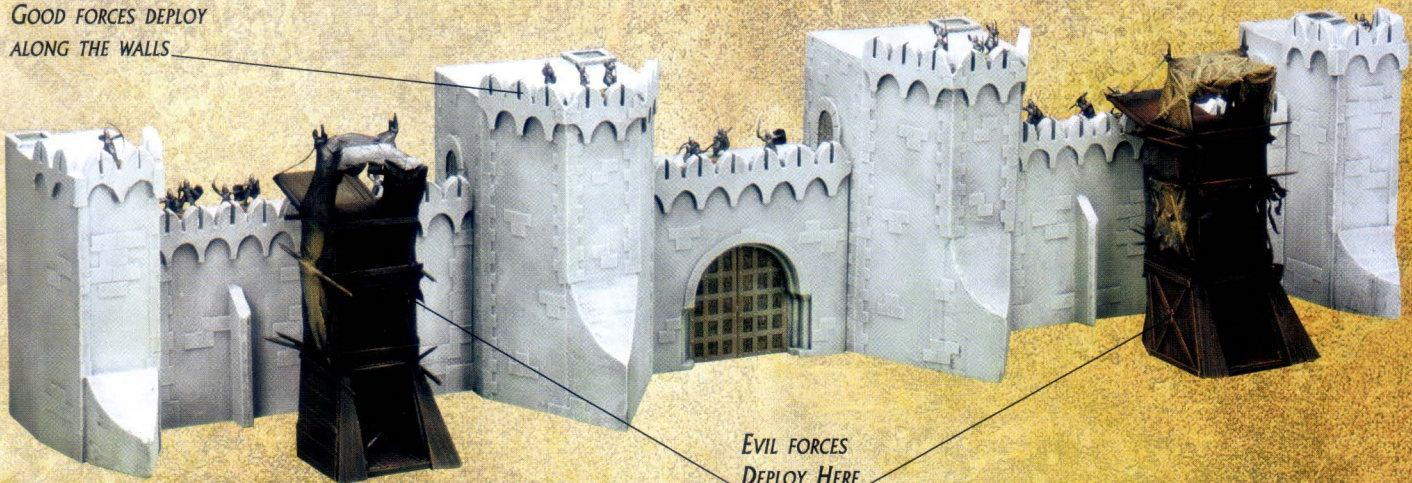
The Gaming Area

This scenario takes place entirely on the battlements of the White City. To represent this you will need to set up the Minas Tirith Gatehouse, Towers and Walls from Packs 55 and 56 as shown below. You will also need to place two Siege Towers against the walls, one in front of each wall section, designating the entry point of the Evil forces. Note that, for the purposes of this game, models cannot descend to the foot of the city walls by any means.

Starting Positions

Pippin and Gandalf are placed on top of the towers at opposite ends of the length of wall. The Good player can then place the Warriors of Minas Tirith anywhere along the length of the wall, including on top of the towers and above the gate. He cannot, however, deploy his warriors inside any of the towers. The Evil player's force enters the battle from the Siege Towers on Turn 1, as detailed in the Special Scenario Rules. The Evil player has the first turn.

GOOD FORCES DEPLOY
ALONG THE WALLS



EVIL FORCES
DEPLOY HERE



Special Scenario Rules

Orc Horde

The defenders of Minas Tirith face an almost endless horde of Mordor Orcs. Clambering up their rickety Siege Towers, Sauron's minions pour onto the battlements, eager to spill the blood of Men. At the start of each turn, the Evil player may move any 6 of his models onto the walls from each Siege Tower. These models are placed in the space at the top of the war machine and can move as normal, even charging, on the turn they arrive. The Evil player can continue to bring on models as long as he has warriors that are not yet in play. To represent the massive amount of Orcs assaulting the walls, any models slain in the previous turn may be put back into play using this rule.

► ORC ASSAULT

At the start of his Move phase, the Evil player places 5 Orc Warriors and a Captain on top of one of his Siege Towers, and then charges them into combat with the defenders.



▲ TO THE WALLS!

To aid their companions on the walls, the archers move to the hatchway and then emerge from the tower door in the following turn.

Towers of Minas Tirith

The stairs, doors and hatches of the Minas Tirith towers allow access to other parts of the battlements, and will be important both to the defenders and attackers. As the Minas Tirith towers from Pack 55 were not modelled with interiors, you can use the following rules to speed up play when moving through between the walls and towers:

- Any model that ends its move touching a door or hatch can declare that it is entering the tower. Remove the figure from play.
- In the owning player's following Move phase, the model can be placed in contact with any other hatch or door on the same tower – even placing it in combat if there are enemies blocking the door. In this case place the model as close to the door as possible. The figure may make no further movement on the turn it appears but fights in the Fight phase as normal.
- Models cannot enter a tower if there are already enemy models moving through it.

Beacon of Hope

With the death of Denethor, Gandalf has taken command of the Gondorian defenders. Striding along the battlements, the White Wizard inspires the soldiers to turn back the forces of Mordor despite the terrible odds. In this scenario, Gandalf counts as carrying a Banner, as described in Pack 34. Note, however, that as this is an effect of his presence, he suffers no penalties normally associated with Banner carrying – meaning that he can still use his sword and his Staff of Power – and it can't be taken from him or dropped.



◀ LEADER OF MEN

Gandalf inspires his men to greater acts of bravery.



Attack of the Witch-king

Soaring above the battlefield, the Nazgûl sow terror and despair among their enemies, descending to shatter Trebuchets and send Men tumbling to their deaths. Leading these dread warriors is the Witch-king, deadliest of all Sauron's servants. During the assault on the city he seeks out Gandalf to finish the Wizard once and for all.

At the start of Turn 15, the Evil player may place the Witch-king anywhere along the walls and towers, even into combat if he wishes. He will then move and fight as normal until the end of the battle. However, if he loses a fight against Gandalf at any time he is removed, representing his attentions being drawn elsewhere.

NB. The Witch-king cannot use his magic on the turn he arrives.

► FAVOURED OF SAURON

The Witch-king is a powerful adversary, and a match for even Gandalf the White.



WINNING THE GAME

To win the game, the Good side must hold against the forces of Evil for 20 turns.

- If, at the end of Turn 20, the Good player has at least one model remaining, he wins.
- If, at the end of any turn there are no Good models left alive, the Evil player is victorious.

*'Sauron is yet to reveal
his deadliest servant...
The Witch-king
of Angmar.'*

GANDALF THE WHITE™

NEXT PACK...

In Pack 74 of *Battle Games in Middle-earth* we present 'The Fall of the Witch-king' scenario, where Éowyn and Merry must face the terrible power of the Nazgûl lord. Will their courage and skill at arms be enough to defeat him, or will they perish in the attempt?

► UNLIKELY HEROES

Éowyn and Merry prove their worth against the dreaded Witch-king.





Merry™ and Pippin™

As their journey across Middle-earth draws to an end, Merry and Pippin find themselves armed and equipped as Warriors, fighting alongside their allies as representatives of the Shire-folk at the Battle of the Pelennor Fields.



Long after setting off from the Shire with Frodo and Sam, the two young Hobbits are far from home and separated from their friends. However, Merry and Pippin once again display courage far greater than befits their small stature, and they insist on going to war alongside their new-found friends and allies in Gondor and Rohan. Merry now wears the regalia of an esquire of Rohan and rides into Battle with Éowyn and the Rohirrim. Meanwhile, Pippin, having sworn an oath of fealty to the Steward of Gondor, finds himself dressed in clothes and armour that once belonged to Faramir as a boy, and insists on joining the defence of Minas Tirith alongside Gandalf the White.

◀ **SMALL BUT BRAVE**
*Clad in Hobbit-sized armour,
Pippin braves the horrors of war.*

PAINTING ESSENTIALS

PAINTS REQUIRED

BESTIAL BROWN
DWARF FLESH
BROWN INK
FLESH WASH
ELF FLESH
SCORCHED BROWN
GRAVEYARD EARTH
CHAOS BLACK
BLEACHED BONE

BLACK INK
CATACHAN GREEN
DESERT YELLOW
TERRACOTTA
RED INK
BOLTGUN METAL
CHAINMAIL
BLUE INK
REGAL BLUE

SPACE WOLVES GREY
CODEX GREY
SKULL WHITE
BESTIAL BROWN
DARK ANGELS GREEN
MITHRIL SILVER
SHINING GOLD
BURNISHED GOLD
FORTRESS GREY



1 Faces and Feet

To paint Merry and Pippin's skin, begin with a base colour mixed from equal amounts of Bestial Brown and Dwarf Flesh. Next, apply a wash to these areas with a thinned-down mix of Brown ink and Flesh Wash. After resetting the base colour, carefully highlight the raised areas of skin, first with Dwarf Flesh, then adding Elf Flesh for the final highlights. Paint the hair on Merry and Pippin's feet with Scorched Brown, then apply a light dry-brush of Graveyard Earth.



◀ The brown wash will serve to add definition between the Hobbits' faces and helmets.



▲ Leave painting Pippin's tunic until after you have painted the chainmail.



2 Lower Clothing Layers

The lower layers of clothing on the Hobbits consist of their trousers and Merry's green tunic. Give Pippin's trousers a coat of equal parts Chaos Black and Bleached Bone, followed by a wash of thinned Black ink to provide deep shading. After resetting the base colour, add increasing amounts of Bleached Bone to the mix and apply highlights using the layering technique. Merry's trousers can be painted in a similar manner, using Scorched Brown mixed with a little Chaos Black for the base colour, a mix of Brown and Black inks for the shading wash, and adding Bleached Bone to the mix for each subsequent layer. To paint Merry's tunic, mix a base colour from Scorched Brown and twice as much Catachan Green. Finally, accentuate the folds of the cloth by applying layers with increasing amounts of Desert Yellow mixed into the base colour.

◀ The more layers you use, the smoother your highlights will appear.

► The Hobbits are now ready to have their armour painted.





3 Armour

To paint Merry's red leather armour, begin with a coat of Scorched Brown. Over this, apply a coat of Terracotta, leaving the dark base colour showing in the recesses of the armour. To highlight the raised edges, add a small amount of Bleached Bone to the Terracotta. To give the armour a richer red colour, apply a number of thin glazes of Red ink.

Pippin's chainmail coat can be painted simply by dry-brushing it first with Boltgun Metal, then lightly with Chainmail. Apply a thin wash mixed from equal amounts of Black, Blue and Brown inks. For the helmet, begin with a base colour of Boltgun Metal mixed with Chaos Black and a small amount of Blue and Black inks. Highlight this by adding increasing amounts of Chainmail to the mix and applying this as layers.



◀ Draw your brush across the edges to highlight Merry's armour.

► Take care to wait for each glaze to dry before applying the next.



◀ Adding inks to the base colour stops it from being too dull.

4 Pippin's Tunic

To achieve the rich, dark blue colour of Pippin's tunic, begin with a base colour mixed from equal amounts of Regal Blue and Chaos Black. Shade the tunic with a thinned-down wash mixed from Blue and Black inks, then reset the base colour. For the highlights, add Space Wolves Grey to the base colour and apply this to the most prominent folds of the cloth. Finally, apply a series of thin glazes mixed from equal amounts of Blue and Black inks to tone down the highlights.



▲ Keep the highlights small to avoid losing the overall dark colour of the tunic.



◀ Your miniatures are now nearing completion.



5 Elven Cloaks

To paint the Hobbits' Elven Cloaks, gifted to them by Galadriel, mix equal amounts of Graveyard Earth and Catachan Green, and twice as much Codex Grey. Add a little Chaos Black to this for the base colour, then apply layered highlights, first without any black in the mix, then by adding Bleached Bone, then a little Skull White for the lightest layer.



◀ The mix of colours used on the Hobbits' Elven cloaks gives them a subtle greenish hue.

➤ A fine brush and a steady hand are all that is needed for painting the wood grain.



◀ The wash on the blade of the sword will define the join between it and the hilt.

7 Finishing Details

Your models will be finished with the addition of a few more small details. Paint the Hobbits' belts and straps, and Merry's gloves, with a mix of equal amounts of Graveyard Earth and Scorched Brown, then highlight the very edges of these with just Graveyard Earth. To add the pattern and tree on Pippin's tunic, mix Skull White with Fortress Grey, and carefully paint on the details.

➤ The White Tree of Gondor adds an extra level of detail to Pippin's tunic.



6 Weapons and Equipment

Paint the back of Merry's shield Scorched Brown, then pick out the grain of the wood with Bestial Brown. Give the front of the shield a coat of Dark Angels Green mixed with Catachan Green, and highlight the edge with Catachan Green. Apply a base colour of Boltgun Metal to the Hobbits' swords, then apply highlights first with Chainmail, then Mithril Silver, followed by a thin wash mixed from equal amounts of Black, Brown and Blue inks. The hilts of the swords and the decoration on Merry's shield and helmet can be painted with Shining Gold, then highlighted with Burnished Gold, before applying a thin wash of Brown ink.

'One thing I have learned about Hobbits – they are a most hardy folk.'

ARAGORN™



▲ Merry and Pippin, equipped and ready to take to the field of battle.



Modelling Details

In this Modelling Workshop we focus on creating some of the little details that can enhance the final look of your terrain, starting with detailed furnishings for interior models and finishing with battlefield casualties.



The lands of Middle-earth, as depicted in *The Lord of the Rings* movies, are rich in detail and atmosphere. Great care, precision and attention to detail were taken when creating even the smallest of features such as cups, plates, books and furniture. It is these background items that make the adventures of The Fellowship so engrossing and believable.

Similar details can be represented with your models to enhance your Battle Games. While not strictly necessary for gaming purposes, these details can lift a model from being a simple gaming piece into something worthy of display.

◀ CASUALTIES OF WAR

The dead litter the road to Helm's Deep, as the survivors continue to fight over the corpses of friend and foe alike.

YOU WILL NEED

Modelling Essentials

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

THIN PLASTIC CARD

SMALL PLASTIC ROD

SMALL HALF-ROUND
PLASTIC ROD

SMALL PLASTIC TUBE

PIN VICE

TWEEZERS

BALSA WOOD SHEET

SANDPAPER

MOUNTING BOARD

MODELLING PUTTY

SCULPTING TOOL

Plastic Rods

Plastic rods and tubes are made from the same material as your plastic models and plastic card, allowing them to be stuck with plastic glue.



▲ Plastic rods are available from most hobby stores and come in a variety of sizes.

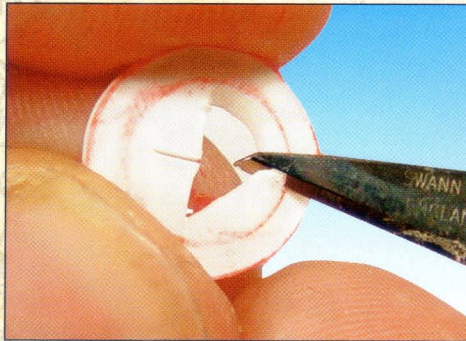


Interior Detail

When fighting inside buildings, detailed interiors can help make the terrain appear more convincing. Here, we show you some techniques for creating such details.

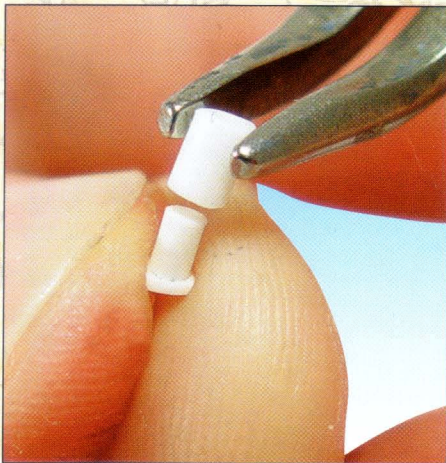
Plates

Plates are very simple to create from plastic card. First, draw two circles on your card, one inside the other, and then cut around the larger of the two with a craft knife. Next, cut out the inner circle, but this time cut at an angle so that there is a slant to the rim. Finally, cut a piece of card slightly larger than the inner circle and glue this underneath so that the slant runs down onto it.



◀ CUTTING THE PLATE

You may find it easier to remove the inner circle if you cut it out in sections.



Goblets

The goblets are constructed by placing several short pieces of plastic tubing or rod on top of each other. First, the base is made from a sliver of wide rod. Next, a thinner piece of rod is glued on top to form the stem. Finally, a thicker piece of plastic tube is glued to the top, forming the cup.

◀ USEFUL TOOL

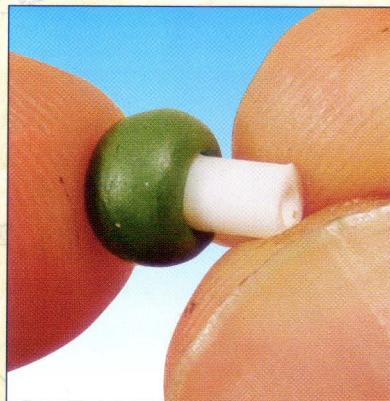
Tweezers are invaluable when trying to manipulate such small pieces.

TOP TIP

Remember to be extra careful when using craft knives. Additionally, always ensure that the blade you are using is sharp, as a blade that is losing its edge is more likely to slip – potentially causing you to ruin your model or harm yourself.

Other Details

The candle and jug are made using similar techniques to that used to create the goblets. The base and stem of the candle are made just like the goblet, however, no top is placed on it. Instead, the stem is cut off at an angle and an indent is drilled into the top with a pin vice to represent where the wax has melted. Finally, a short piece of plastic tube is cut to form a handle. The jug is made in a very similar way. However, the base is made from a rolled-up ball of modelling putty. The putty can also be used to create some pieces of food such as bread, cheese and vegetables.



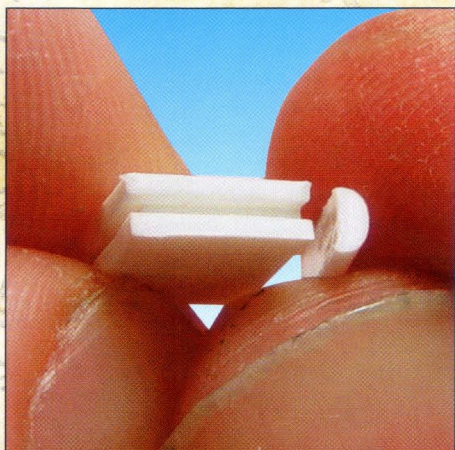
▶ CREATING JUGS

Gently push the plastic tube into the modelling putty, while being careful not to deform the ball too much.

▶ TABLE DETAIL

With the details stuck to this table it looks suitable for use in Meduseld, The Prancing Pony or the halls of Minas Tirith.



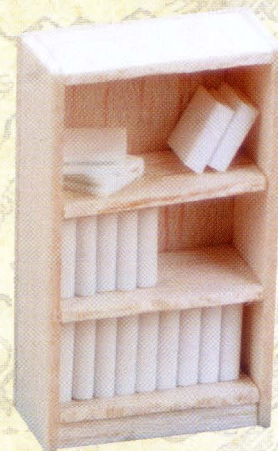


▲ CONVINCING BOOKS

The three layers of plastic card give the impression of interior pages.

Bookcase

The bookcase is constructed from strips of balsa wood arranged to form a tall, open-fronted box with shelves. The books can be made either individually or as a strip of several. Individual books are made by gluing three layers of plastic card together with the middle layer being smaller to look like pages. A half-round plastic rod is then used as a spine, while a strip of books is made by gluing a fascia of half-round rods to a suitably sized piece of foam card. Once assembled and painted you will have a convincing bookcase.

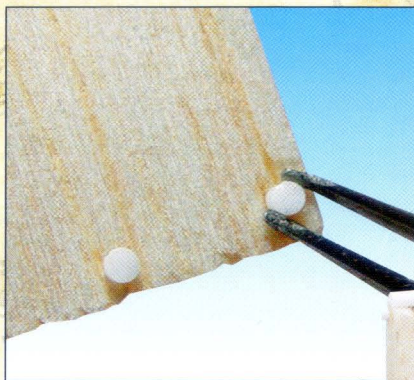


► FINAL BOOKCASE

Arrange some books to look scattered on the bookcase, rather than all in neatly regimented rows.

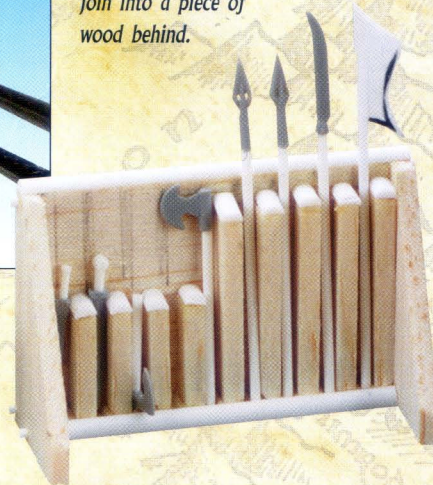
Weapon Rack

A weapon rack is a common sight in times of war, keeping the warriors' armaments ready for action. The basic frame of the rack is made from balsa wood, with a plastic rod used to create rivets. The rivets are made by carefully shaving off small pieces from the end of a plastic rod and, using tweezers, gluing them into place. The weapons for the rack are made from the blades of any spare models you may have, with the hilts and hafts made from plastic card. Alternatively, you can make your own weapons by filing down some plastic card into a blade shape.



◀ METAL RIVETS

Place the rivets at the ends of the rack where they would join into a piece of wood behind.



► WEAPON RACK

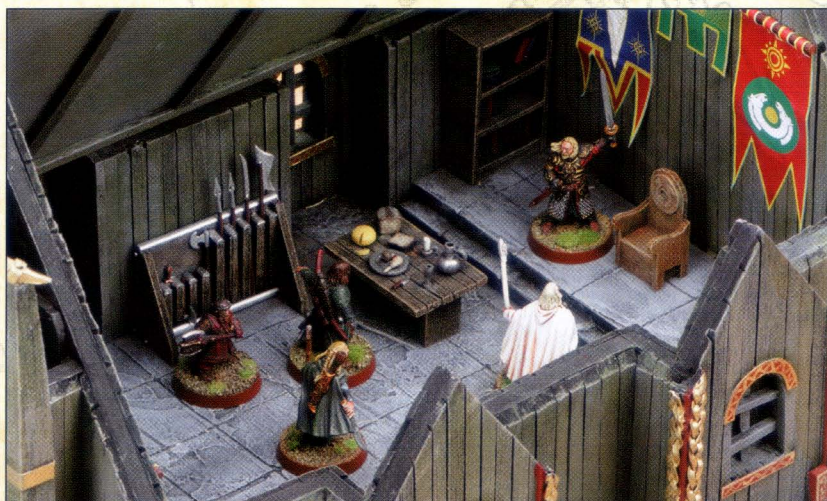
Here is the weapon rack, complete with all its weapons, ready to be painted.

Painting the Models

All the wood on these models is dry-brushed with Graveyard Earth, then again with Kommando Khaki. The metal areas can be painted first with Chainmail, followed by a wash of Chaos Black, before finally highlighting with Mithril Silver. The books can be painted in dark reds, greens and blues with gold detailing. Finally, the bread, cheese and vegetables on the table can be painted in suitable colours.

► DETAILED INTERIOR

Once painted, these details can be arranged to create convincing interiors, such as Meduseld.



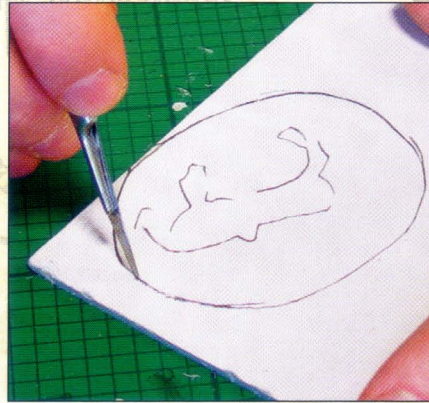


Battlefield Casualties

When a model is removed as a casualty, we take it off the table. In reality, corpses would litter the battlefield. Here we show you how to model casualties for your games.

1 The Base

In order to make a casualty model, you will need some spare figures that you won't mind cutting up. Here, we look at creating a dead horse, but these techniques can apply equally to plastic Wargs, Men or Orcs. Start by assembling the horse as normal. Then, lay it down on a piece of mounting board and draw around it to get an outline of where the model will lie. Next, cut a rough circle around the outline to create the base. Finally, use a craft knife to give a slant to the edge of the base.



◀ CUTTING GUIDE

The outline of the horse provides a guide for cutting out an appropriately sized base.



▲ SANDING IT FLAT

Sanding the horse as shown in this picture ensures a more even and flat surface than by holding the paper in your hands.



▲ REPOSITIONING LIMBS

A dead horse's legs will fall naturally to the floor so you will need to cut the limbs off and reposition them.

2 Placing the Corpse

To help the model look natural as it lies on its side, you will need to create a flat surface on the horse's flank. This is achieved by rubbing the model across a piece of flattened sandpaper. Be careful not to sand the model too much, just enough for it to lie flat. Next, using a sharp craft knife, cut off the limbs on the top side of the model and trim them so that they can be repositioned to look like they are naturally lying on the floor.

3 Filling the Gaps

The gaps created by repositioning the legs can be filled with modelling putty. Push the putty into the gaps with the flat end of a sculpting tool. Next, begin to smooth the putty out to create a seamless join. To do this, dip the sculpting tool in some water, to prevent the putty sticking to it, and rub the flat end over the putty. Any excess modelling putty can simply be scraped away. The technique shown above can be used to create other corpses. Remember, however, that the different limbs of the human body will need to be positioned separately for it to look natural when prone.



◀ SMOOTHING THE PUTTY

Use the flat edge of the sculpting tool to rub the putty until it is smooth.

➤ SLAIN MOUNT

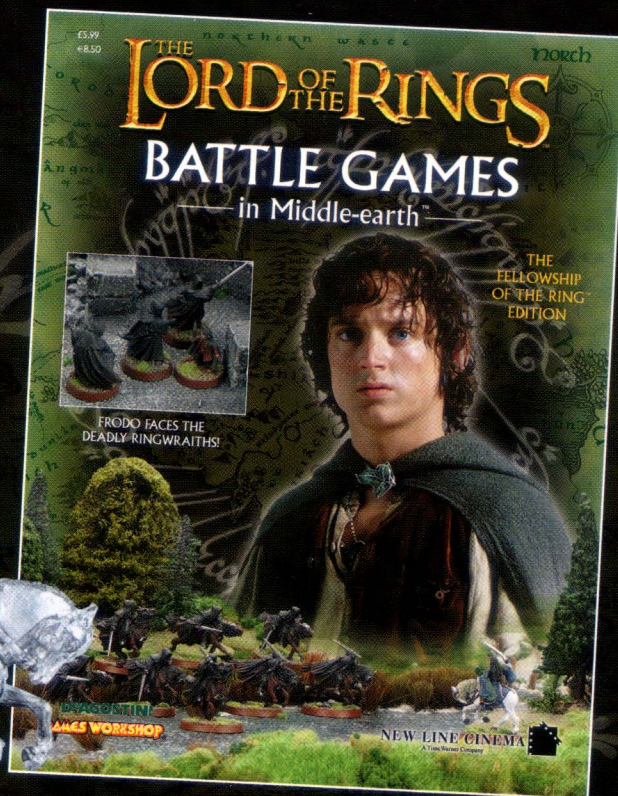
With the modelling putty smoothed off, this dead horse is now ready to be painted as normal.



OUT NEXT WEEK...

The Fellowship of The Ring special edition of *Battle Games in Middle-earth*!

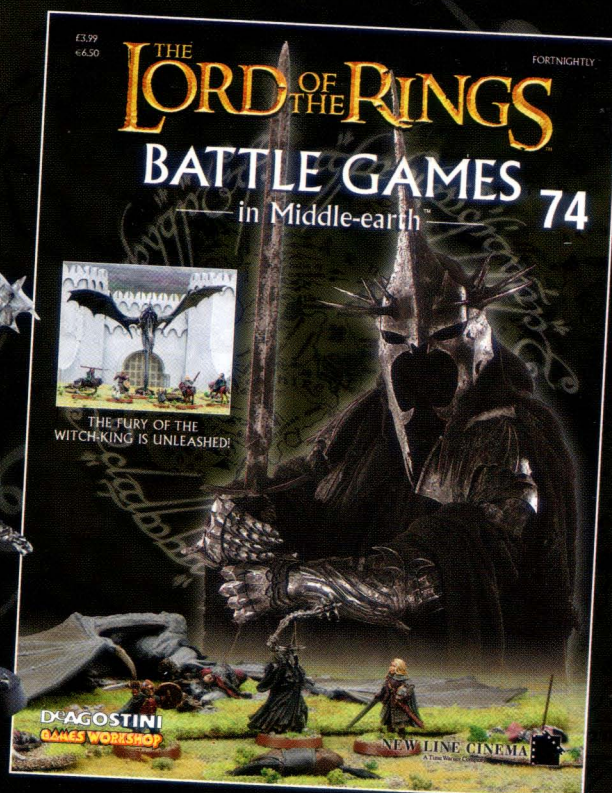
- Frodo becomes the Ringbearer and begins his epic journey across Middle-earth
- Hunted by the merciless Nazgûl, Frodo and his companions must flee to the safety of Rivendell, the dreaded Black Riders in close pursuit
- Paint your metal Mounted Arwen miniature
- **PLUS:** Mounted Arwen metal miniature



IN YOUR NEXT GAMING PACK...

The Witch-king of Angmar hunts his prey!

- Create new Battle Companies for use in your games
- Éowyn and Merry attempt to save Théoden from the Witch-king!
- Paint your Witch-king of Angmar
- Try your hand at building a large, impressive terrain board
- **PLUS:** A metal Witch-king of Angmar miniature



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