



# THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- A Tale of Good & Evil
- Gondor Tactics
- Mordor Points Match
- Making Osgiliath
- Ride of the Ringwraiths
- New Scenario

## THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

### Denethor

Designed by Alan Perry, this blister pack contains 1 Denethor.

DENETHOR		£5.00
Denmark	kr	55.00
Sweden	kr	65.00
Euro	€	8.00



### Guard of the Fountain Court

Designed by Alan Perry, this blister pack contains 3 Guard of the Fountain Court.

GUARD OF THE FOUNTAIN COURT		£6.00
Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



*These models requires assembly.*

### Dwarf Lord Dáin

Designed by Michael Perry, this blister pack contains 1 Dwarf Lord Dáin.

DWARF LORD DÁIN		£5.00
Denmark	kr	55.00
Sweden	kr	65.00
Euro	€	8.00



### Aragorn the King

Designed by Alan Perry, this blister pack contains 1 Aragorn the King.

ARAGORN THE KING		£6.00
Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



*This model requires assembly.*

### Éowyn on horseback

Designed by Alan Perry, this blister pack contains 1 Éowyn on horseback.

ÉOWYN ON HORSEBACK		£6.00
Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



*"The out-companies with great cheer turned and smote their pursuers."*



*The defenders of Minas Tirith.*

A new scenario allowing you to recreate Denethor's desperate attempt to summon help from Rohan before Gondor is overwhelmed by the forces of the Dark Lord.

### Description

Sauron is on the move and Gondor is soon to be besieged. The armies of the Dark Lord are vast, a tide of Evil creatures that will sweep away all in their path if they are not stopped. Denethor, Steward of Minas Tirith, knows this and also knows that the forces available to him are not enough to stand against the Dark Lord.

Calling forth the bravest warriors in Minas Tirith, Denethor sends messages south to the fiefdoms of Lossarnach, Lamedon, Morthron and many others. The most senior of messengers, Hirgon, is sent westwards to Gondor's staunchest ally: Rohan. In times of need in ages past, Gondor would always send a Red Arrow to the king of Eorl's folk, and it is this icon that Hirgon carries to convince Théoden of the danger.

Taking the swiftest steed in the stables,

# THE RED ARROW

*A new scenario for The Return of The King*

Hirgon travels west through the Druadan forest when his keen eyes spy Orcs blocking his way. Can Hirgon win through to Rohan?

### Participants

The Good side consists of Hirgon Captain of Gondor with longbow (counts as an Elven bow) on horseback, (may not be given a lance or heavy armour).

The Evil side has 6 Orcs with Orc bow and 2 Warg Riders with Orc bow.

### Points Match

You can use this scenario to re-enact similar battles – for example, Arwen carrying Frodo to Rivendell while the Ringwraiths attempt to stop her.

If you want to play this game with other forces choose a single Hero for the Good side and an equal points worth of Evil warriors for the Evil side.

### Layout

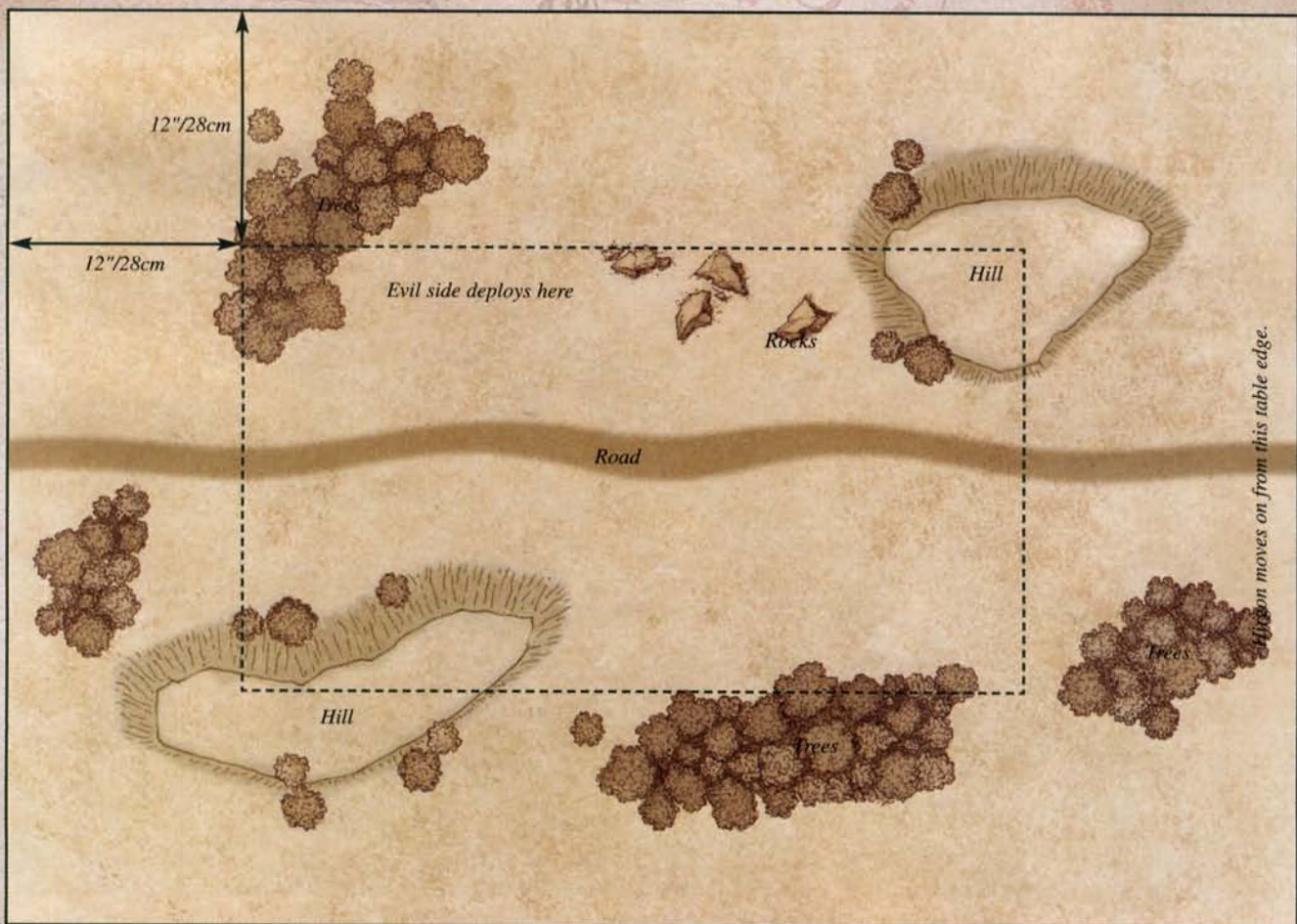
The scenario is played on a board 48"/112cm by 72"/180cm. A road runs centrally, parallel to the long board edges with at least one hill to either side. The remainder of the board should be covered with several small woods and scattered with rocky outcrops.

### Starting Positions

The Evil player deploys his force anywhere on the board but no closer than 12"/28cm to a board edge or within 6"/14cm of another Evil model. Hirgon moves onto the board from one of the short edges at the start of the first turn.

### Objectives

The Good player wins if Hirgon exits the board from the board edge opposite the one he moved on from.



Hirgon moves on from this table edge.



*With the Warg Riders in hot pursuit, Hirgon breaks through the Orc line.*

The Evil player wins if the Good player does not achieve his objectives.

### Special Rules

**Sentries.** Hirgon must try and escape under cover of darkness as, once the Orcs realise that a messenger is trying to escape the city, the call will go up and his effort imperilled. At the start of the game, the Orc scouts are unaware of the enemy presence and are as likely to wander off in the wrong direction as they are to move towards Hirgon.

To represent this, they do not move in the usual way. Instead, at the start of the Evil player's Move phase he rolls a D6 for each Orc. On a roll of 1-3 he may move the Orc as normal. On a roll of 4-6 the Good player may move the Orc instead. If at any point an Orc is within 6"/14cm of Hirgon and has line of sight to him, the alarm is raised.

Once the alarm has been called, the Evil player may move the Orcs as normal. Until the alarm has been raised, the Orcs may not shoot Hirgon (they have not seen him).

If Hirgon kills an Orc there is a chance the death rattle will alert his fellows. If this happens, the Evil player rolls a D6. On the roll of a 1, the alarm has been raised.



*Wargs – massive and dangerous creatures with a carnivorous intelligence.*

# A Tale of Good & Evil

Part One – Mustering the Forces

The classic contest of good and evil is played out once again as two bold captains of Minas Tirith and Mordor fight for supremacy. Bravely defending the besieged city of Gondor from the assaults of Mordor is Steve Cumiskey, a long time gamer who can assemble and paint his forces in the twinkling of an eye. His opponent, Adi Wood, is no stranger to collecting hordes of twisted Orcs and looks forward to smashing the White City with his Trolls, Wraiths and other, more devastating weapons.

Over the coming months you can follow their progress as Steve and Adi begin their collections, build terrain, fight scenarios, personalise their forces, and construct mighty siege engines. Join them as they wage the War of The Ring.

This issue sees the two opponents make a start by assembling warriors of Minas Tirith and Mordor Orcs. They each demonstrate how they painted their models with a stage-by-stage painting guide, showing off their fully modelled and converted warbands.

## Warriors of Minas Tirith

By Steve Cumiskey



I've been considering collecting a force for The Lord of The Rings game for a while now. What I really loved about the game was the idea that all of the models had complete freedom to move about independently, making all of the warriors on the table into characters of a sort.

As with any game, the rules alone wouldn't make me take the plunge and start gaming. What I was waiting for was an army that really gripped me. I've always had a fascination with knights, fighting against impossible odds, battered and bruised. So when I saw The Two Towers film and the armoured defenders of Osgiliath, I knew I had my army.

Well, I finally got my hands on the new Warriors of Gondor. The thing that struck me most strongly about The Lord of The Rings game was that all of the models could act as individuals, so I decided to treat them that way when I painted them. I would forgo my normal batch painting habits and approach each model one at a time, that should help to give them all a more unique appearance.



## The Skin

The skin is normally the first thing that I paint on a model. This is partly because I am confident of which colours to choose for skin and partly because, on an armoured character, it would be hard to reach the face without getting paint on the rest of the helmet.



1. I started by painting the whole of the face a basecoat of Bestial Brown. The full helmet would make it very hard to see the eyes, so I didn't bother painting them.

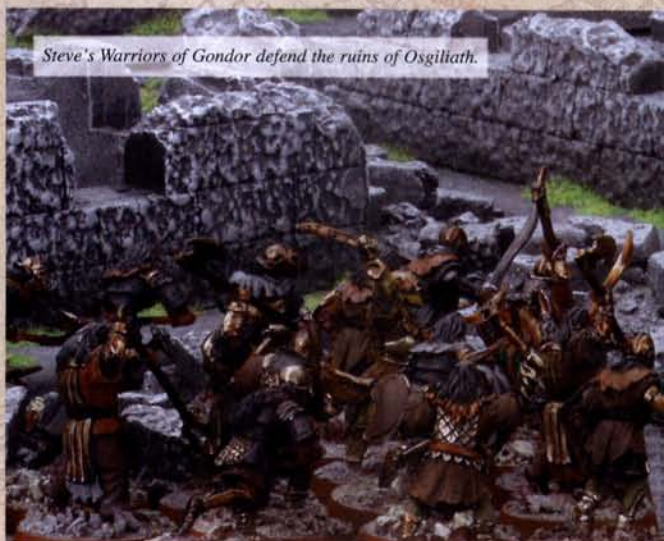


2. I followed the Bestial Brown basecoat with a layer of Dwarf Flesh to give the skin a weathered appearance.



3. Finally, I finished off the skin with a few selected highlights of Elf Flesh around the mouth and chin.

Steve's Warriors of Gondor defend the ruins of Osgiliath.



## The Armour, Weapon and Shield

The armour of a Warrior of Gondor is a very pale silver. Normally, when I paint armour I tend to make the armour quite dark and brassy, and then brighten the edges and upturned plates with silver. That kind of colouring tends to give the armour quite a warm feel, but clearly wasn't going to work with a Warrior of Gondor. The overall impression would also be the slightly more worn look of a suit of armour that's spent its recent history being battered by Orcs in a crumbling city.



4. I decided to use Tin Bitz as the basecoat for the metal parts of the model. Although I intended to have a bright finish on the armour and weapon, the Tin Bitz layer would partly show through.



5. I used a layer of Boltgun Metal to establish the silvered armour colour. To maintain the battered look that I wanted I made sure not to use too thick a coat, virtually drybrushing the colour on.



6. With the basic silver colour taking shape, I began to pick out details on the armour and the raised edge of the sword with Chainmail.



7. I finished off the metal with a few sparing touches of Mithril Silver, paying special attention to the tree symbol of Gondor on the shield and breastplate.

## Cloth and Shield Face

The parts of the shield face that aren't silver are black. Given that the cloth of the uniform of Gondor is a dusty grey, I decided to deal with the cloth and shield at the same time, using the same colours.

I thought about using Shadow Grey as a basecoat but decided against it, as it would produce a bluish finish to the model. Instead, I decided to use a mix of Codex Grey and Chaos Black. Black can be a dangerous colour to use to darken a mix, as it tends to have a deadening effect but, in this case, I wanted quite a flat, dusty grey so the black would actually help that.



8. I started with a dark mix on the shield, before painting on a lighter mix on the cloth.



9. The cloth needed to be lighter than the shield, so I added more Codex Grey to the mix, finishing it off with highlights in pure Codex Grey.



10. That just left the hair and base. The hair was pretty straightforward; a Scorched Brown basecoat, drybrushed with Bestial Brown.



11. For the base, I took a look at the Orc horde growing on Adi's desk, each of which had a great rubble covering on its base. As the Men of Gondor spend most of their time fighting Orcs in the ruins of Osgiliath and the White City the rubble-strewn base seemed like the way to go, so I shamelessly copied it.



### That's all for now

Given that I had two sprues each of the Warriors of Gondor, with two copies of each of the Warriors, I'd want to convert the duplicates so that my whole force consisted of unique models. The idea has just occurred to me to make at least one Warrior who's lost his helmet, so I'll leave the writing for this month and go in search of a suitable bare head to fit the bill.

# Orcs of Mordor

By Adrian Wood

## Cloth and Fur

To begin with, I applied a layer of Scorched Brown over the black undercoat. This formed the base colour of not only the cloth, but also the fur and the skin, giving an underlying warmth to some of the grey colouring that would come later.

When it came to the painting, I wanted to keep them looking rough and ragged. The models are covered in filthy rags and furs, which I decided to paint in a palette of browns and greys.



I've been fascinated by the savage character of the Orcs since I read "The Uruk-hai" chapter in *The Two Towers* book, many years ago. Needless to say, when the first of *The Lord of The Rings* models began to appear, I took the opportunity to collect a few. I started by looking at the uniformed Uruk-hai, but was soon drawn to the more varied Mordor Orcs.

I spent some time taking the already diverse Mordor Orc models and converting each one with small, personal touches, but what I was really waiting for was a set of plastic Orcs. I've always been attracted to the modelling aspect of the hobby even more than the painting. Easy to cut and shape, and with enough models on a sprue to make part swapping fantastically easy, plastics are a modeller's dream. Especially with the new Mordor Orcs, which have none of the uniformity of their larger cousins.

To demonstrate how I've decided to go about painting my horde, I've chosen to use their chief, Raghat as the example.



Like the rest of his kind, he's clothed in rags and furs, but is set apart by his more elaborate armour and larger size.



1. Bestial Brown is a lighter shade of brown that is quite bright when applied, but is more flat and neutral when dry. I painted a layer of it onto Raghat's undershirt, gloves, boots and shield.



2. Next, I overbrushed the fur areas with Codex Grey. The Scorched Brown base colour, which shows beneath the grey, makes it look more like natural, dirt-encrusted fur.



3. To finish off the fur, I lightly drybrushed Bleached Bone onto the raised areas. Once again I think it's more natural to highlight with Bleached Bone rather than Skull White which looks too harsh and artificial when applied in this way to *The Lord of The Rings* miniatures.


Every Mordor Orc in Adi's force looks different, but a common palette of colours unifies them all.






## The Armour

In the past I've tried lots of different ways to paint areas of metal: drybrushing, layering and various combinations. I've also used, at one time or another, the full range of metal paints in order to get the right effect. However, for my Mordor Orcs I've found an approach that is not only quick, but gives me just the effect I want.


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4. I like to use Chainmail to paint armour as it's a solid metal colour that's not too dark.


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5. Chainmail retains its brightness on the raised areas when I apply a wash of Brown ink, while still being nicely shaded by the wash in the deep recesses of the model.


## The Skin

The skin colour of the Orcs in the films varies dramatically between individuals, ranging from greys through greens to dark brown or black. To keep the colours suitably muted, I decided to use Codex Grey or Bleached Bone rather than Skull White for highlighting some of the colours.

With only the skin needing to be done, I could afford to spend some time giving the face the attention that a character deserves. I started by painting the skin with Dark Flesh, leaving a little of the Scorched Brown in the deep recesses to act as darker shadows.


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6. When I came to highlight the face, I added a little Codex Grey to the Dark Flesh and layered it over the raised areas.

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7. To finish highlighting the face, I added even more Codex Grey to the original highlight mix. This time, though, I carefully overbrushed the colour onto the face, picking out the cheekbones, brow, lips and nose.

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8. Finally, I picked out Raghat's teeth with Bleached Bone. It was then that I noticed that he had a tongue! Rather than paint it bright red, I decided not to introduce any more colours onto the model and chose a coat of Codex Grey instead.

## The Base

A month or so back I had been painting the decorative bases of some Warg Riders, and used a particular combination of colours to paint the rocky bases. This was influenced by the type of colours that Mark Jones often uses when painting his terrain pieces.

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9. Fine pebbles followed by sand are glued on the base with PVA glue. A watered down coat of PVA is then applied over the top to seal the texture. The base is painted a basecoat of Dark Flesh for warmth, and then drybrushed with Codex Grey and finally Bleached Bone. When we come to make any of the rocky terrain pieces for our games, I'll use the same combination of colours, if I can.

Mordor Orcs are remarkably quick to paint, perfect if you want to get a lot of troops ready for battle. Although I used a very limited palette of browns and greys to paint the rags, it was particularly important to me to use contrasting tones to make the layers of the model stand out. Whenever I look at film clips of Mordor Orcs, it always strikes me how varied the colours are: they aren't just black. This is true of not only the rags, but of the skin tones as well, so I've tried to imitate this effect on all my Orcs.



## NEXT MONTH

So now the guys have made a start on their forces, the next step is to make a gaming board to fight over. They have decided to make a fully modelled board, in 2' by 2' sections. This will make a flexible 4' square gaming surface that can be laid out in different ways. Neither modellers have tried anything this ambitious before, so look out next month for how they get on building their battlefield.

# RIDE OF THE RINGWRAITHS

## Part four – Amon Sûl

In this latest instalment of the Ride of the Ringwraiths saga, Gandalf hurries toward Weathertop, trying to save Frodo from the threat of the dreaded Nazgûl. Arriving at Amon Sûl, Gandalf finds the Ringwraiths lying in wait for him there...

### Description

Delayed by treachery at Orthanc, Gandalf hurries back to assist Frodo and his companions. Arriving at Bree, he finds them already gone but rides off towards Weathertop in an attempt to catch them. Alas, he arrives at Weathertop before Frodo, and finds the Ringwraiths waiting for him. In an attempt to draw the Nine away, Gandalf prepares to fight. Wary of his power, and daring not to face him while the sun remains in the sky, the Nazgûl withdraw and encircle the hill. Though their mission calls to them, the chance to overwhelm and destroy such a powerful foe as Gandalf is too tempting to resist. As night draws on, the Ringwraiths advance upon the hill...

### Participants

The Good side consists of Gandalf the

Grey. The Evil side consists of all nine Ringwraiths (all on foot). The Witch-king of Angmar does not carry a Morgul blade in this scenario.

### Points Match

If you want to play this game with other forces, choose up to 200 points of Heroes for the Good side and 700 points of Heroes for the Evil side.

### Layout

The scenario is played on a board 48"/120cm by 48"/180cm. The remains of the watchtower of Amon Sûl is placed on a hill in the centre of the table – an open area of about 6"/14cm in diameter ringed with broken walls. The rest of the board should be scattered with occasional rocky outcrops and trees.

### Starting Positions

The Good player deploys Gandalf within the remains of the watchtower.

The Evil player then deploys 3 Ringwraiths anywhere within 6"/14cm of any board edge. The Witch-king and remaining Ringwraiths are kept in reserve and will be available later in the game.

### Objectives

The Good side wins if Gandalf survives and at least four Ringwraiths have been slain. The Evil force wins if Gandalf dies.

If both sides meet their victory conditions in the same turn, the game is a draw.

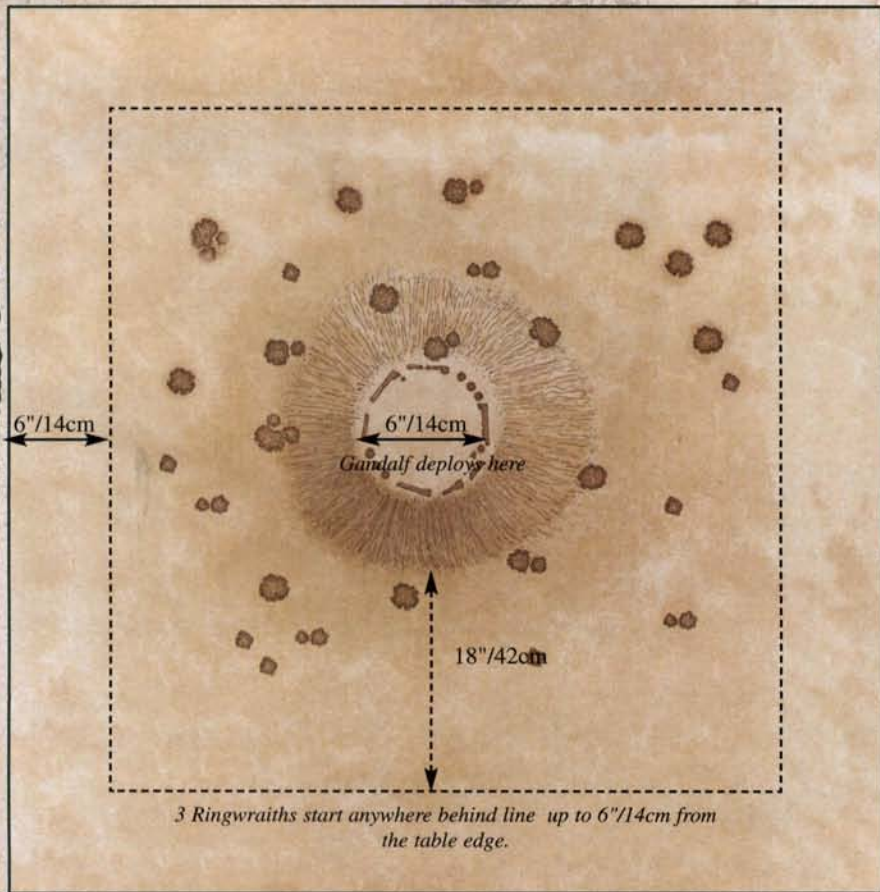
### Special Rules

**Servant of the Secret Fire.** Gandalf has fortified his resolve as best he can for the coming confrontation and knows the natures of the terrors that he will have to face. Gandalf will automatically pass any Courage test required of him in this scenario. In addition, the Ringwraith's *Sap Will* power has no effect on him.

Gandalf begins the game with both *Terrifying Aura* and *Cast Light* in effect. In addition to the usual effects of these spells, when he wins a combat any surviving opponent must immediately retreat a full move, exactly as if they had failed a Courage test. As the model will have already been beaten back 1"/2cm as a result of the combat this will place the model out of charge range in the next turn.

**Seat of Power.** The aura of nobility that surrounds the ruins of what was once a great fortress is a major deterrent to the Evil forces. Therefore, any Evil model in the circle at the start of its move must test its Courage in the same way as if it were alone.

**The Night.** Although the game takes place at night, Gandalf's *Cast Light* spell enables him to see normally up to 12"/28cm away. If *Cast Light* ends, Gandalf can only see a Ringwraith if it is within 6"/14cm. The Ringwraiths can see normally.



**Ringwraiths.** At the end of each of the Evil player's Movement phases he may roll a D6. On the roll of a 4+, one Ringwraith model may move on from a table edge of the Evil player's choice. You may not bring on Ringwraiths which were slain previously in the scenario.

**The Ride of the Ringwraiths.** This scenario can be played as a standalone or as part of the Ride of the Ringwraiths campaign. If playing a part of a campaign, the Ringwraiths do not begin this scenario with their full complement of Will. Instead each Ringwraith carries over the amount of Will he had at the end of the previous scenario (Sarn Ford) to which D3 points of Will are added. If a Ringwraith died during the previous scenario, it is returned to life but with only D3 points of Will. In this way each Ringwraith will always start this scenario with at least one point of Will each.

If you wish you can play the Weathertop scenario from The Fellowship of The Ring immediately after this one. If you choose to do so, the Evil force has as many Ringwraiths as survive this scenario. Each Ringwraith also regains D3 points of Will. Note that if a Ringwraith dies in Amon Sûl he does not regain D3 Will and does not take part in Weathertop.



*Gandalf steels himself for the ensuing attack.*

Mat Ward expands the rules presented in last month's article, 'Points Match', with rules for playing competitive games in Mordor, the Land of Shadow.

# The Land of Shadow

*Playing a game in Mordor*



Sauron's chief stronghold for many thousands of years, Mordor lies in the east of Middle-earth, bordered by Gondor in the west and by Khand and Rhûn in the east. A land that has endured too long under the shadow, Mordor is a ruined and evil place. History does not tell of Mordor before Sauron began to dwell there at the start of the Second Age – no name from earlier times is known. In the years of Sauron's power it became the most feared realm in Middle-earth, a shadow that could stretch across the face of the world. Even its name – literally translated as 'the Black Land' – is a title bestowed as a result of the Dark Lord's evil nature.

Mordor itself is split into two distinct regions by branches of the Ered Lithui and Ephel Dúath. The northern region of Gorgoroth is a barren plateau where little grows, and that which does grow is twisted by the vile fumes that emanate from the dominant feature of Gorgoroth: Orodruin, Mount Doom. It is here, in the mountain's volcanic fury, that Sauron forged the One Ring – an act that would bind Mount Doom to the fate of Middle-earth itself. In contrast, the plain of Núrn could almost be considered a fertile land – its soil enriched by the many rivers that empty into the inland sea of Núrnen, but even here there is something unwholesome about the air. The plains of Núrn are criss-crossed

with a great network of roads that ultimately lead out of the black land, to the vassal nations in the east and the south. Day after day great convoys bearing slaves and supplies journey to the camps along the sea of Núrnen, where countless slaves toil to support the armies of the Dark Lord.

Mordor is ringed on three sides by forbidding mountains. Though primarily they form Sauron's first line of defence, these mountains are also a cage to pen the disloyal and unwilling amongst his servants, as well as the innumerable slaves and prisoners interred in the dungeons of Mordor. These silent borders are almost unassailable, for in addition to the substantial natural barrier presented by the towering spires of rock, many fell and foul creatures inhabit the tunnels and caverns beneath the peaks – creatures that even the Orcs dread an encounter with. The mountains of Mordor can only be breached at two points – two cursed and desolate chinks in the armour of Mordor.

The first, the pass of Cirith Ungol, winds through the Ephel Dúath to link the green land of Ithilien with the dusty wasteland that is the plateau of Gorgoroth. Though the route is navigable, passage through Cirith Ungol is by no means easy or safe. Orcs will not enter portions of the pass, fearful of the bloated presence of Shelob, last child of Ungoliant.

This giant spider-creature preys upon anything that she pleases, afraid of nothing. Not even Sauron's power is sufficient to cow her, though in truth he welcomes her presence in that forsaken place, guarding as she does the entrance to his land.

The second road into the Black Land is Cirith Gorgor, the haunted pass, located in the extreme north-west of Mordor, at the junction of the Ered Lithui and the Ephel Dúath. Cirith Gorgor is the only road down which an army can easily travel and is the only true weak point in Mordor's western defences. This vulnerable spot is reinforced by the Morannon, the Black Gate of Mordor – a massive bastion of iron and steel that overlooks the morass of the Dead Marshes far below.

As the only true entrances to Mordor, both passes are watched with ceaseless vigilance. Above Cirith Gorgor sit the twin towers of Narchost and Carchost, whilst another tower whose name has been long forgotten rests beside Cirith Ungol. Ironically, these fortresses were built by Gondor in years past, after Sauron fell beneath the Last Alliance. Originally intended to watch Mordor and prevent the Dark Lord from rebuilding his strength, these aged but strong towers have been taken and corrupted. Now infested with Orcs they have been turned to a new purpose – to defend Mordor against their creators.

## PLAYING SCENARIOS IN MORDOR

Mordor is an oppressive and bleak land, rife with danger. With your opponent's approval, you can play the Points Match scenarios from White Dwarf 288 (or any other scenarios) within Mordor. If you do so, the following special rules can be used – roll one D6 on the following table to determine which special rules (if any) are to be used each – note that multiple rolls of the same rules do not stack (you could not end up with two Rogue Trolls for example). Alternatively, players can agree which of these rules they are using before the game begins.

Dice	Result
1	Unnatural Darkness
2	The Very Air You Breathe is a Poisonous Fume
3	Tangled Thorns
4	The Gaze of Sauron
5	Rogue Troll
6	Roll twice more on this table

**Rogue Troll:** A lone maddened Troll is wandering this part of Mordor and will attack whoever comes close. At the start of the game, place a Mordor Troll in the centre of the board. Both players then roll a D6 – the player with the highest may move the Troll 2D6"/4D6cm in any direction. For the remainder of the game, the Troll is controlled by the player who has Priority, in exactly the same way as Gollum.

## GLOOM CHART

Dice	Result
1	<b>Pitch Black</b> – The darkness is so total that warriors can barely see a hand in front of their face, let alone other warriors. Each time a model wishes to charge, cast a spell at or shoot an enemy, he must first roll greater than or equal to the distance in inches that separates them on a D6 (or 2D6 if measuring in centimetres). If the dice roll is not sufficient, then the model can instead charge a different enemy within the distance rolled. Might may be used to influence this roll.
2-5	<b>Oppressive Darkness</b> – Some light penetrates the gloom, but most creatures cannot see far in such poor light. Elves, Dwarves, Trolls, Orcs and Moria Goblins can only see other models up to 12"/28cm away and may not charge, cast a spell or shoot at targets outside this distance. All other creatures can only see 6"/14cm into the darkness and may not charge or shoot at targets outside this distance.
6	<b>Ample Light</b> – A hazy light breaks through the veil and, though weak, provides ample illumination to fight by.

**Unnatural Darkness:** Mordor is often covered in a pall of darkness that even the sun cannot pierce. At the start of the game, roll on the Gloom chart to determine the level of visibility.

**The Very Air You Breathe is a Poisonous Fume:** The noxious gases that vent from Mount Doom blanket the air, making it difficult and deadly to breathe. At the start of the game, before either player has deployed, every model in both forces takes a single Strength 1 hit to represent the effects of the poisonous atmosphere.

**Tangled Thorns:** Very little plant life thrives on the plateau of Gorgoroth and those few species that do are dark, twisted things and covered in all manner of thorns and razor sharp spines. To represent this, any models that move into an area of difficult terrain will suffer a single Strength 1 hit as they enter the terrain.

**The Gaze of Sauron:** The Dark Lord's eye wanders hither and thither in his search for the One Ring, but where it focuses upon his servants they fight with a greater ferocity. To represent this, all Evil models receive a +1 bonus to their Courage for the remainder of this game.



Without a doubt the ruins of Osgiliath would make perfect gaming terrain, because of the cover they provide. Mark Jones, the resident Model Maker of the Studio, has made some useful pieces of scenery based on the images from the movies. They are very simple to make and would be a worthy addition to any The Lord of The Rings gaming board.

# BUILDING OSGILIATH RUINS

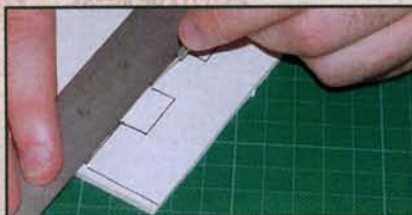
*How to build the Ruins of Osgiliath*



**Materials** – 5mm foam board, 6mm wooden sheet, textured polystyrene ceiling tiles, sand, gravel and texture paint.

**Tools** – Steel rule, craft knife, PVA glue, jeweller's saw.

Glue them to a piece of sturdy card and cut them out. Trace around the templates onto a sheet of 5 mm thick foam board.



Cut out the inner walls using a craft knife and a steel ruler.



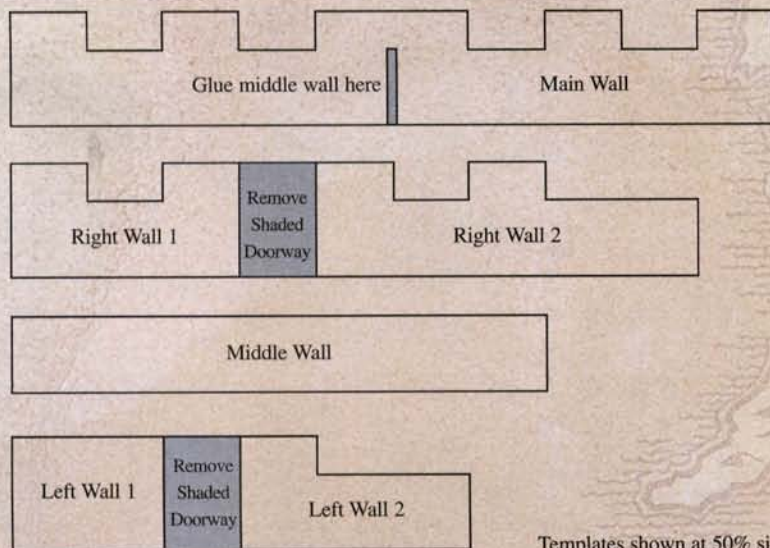
Carve the top edges of your walls with a craft knife, creating a worn down and damaged surface.

## The Inner Walls

To begin making the ruined building, you will need to print out the templates printed below and found on the Games Workshop web site, [www.games-workshop.com](http://www.games-workshop.com)

Place the walls onto a large piece of MDF board, according to the diagram, and draw a flowing shape around them for the base. Take care to leave at least 10mm around the edges of the walls to make room for the outer brick walls.

Take a jeweller's saw and cut out the base. The outline of the base should be cut at an outward 45-degree angle, to create a bevelled edge.

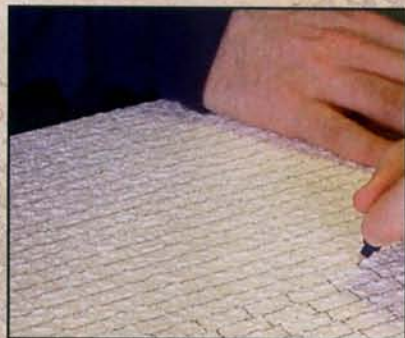


Templates shown at 50% size.

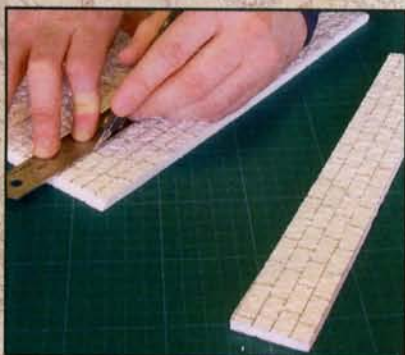


Glue the walls in place on the base with PVA glue.

## The Outer Walls



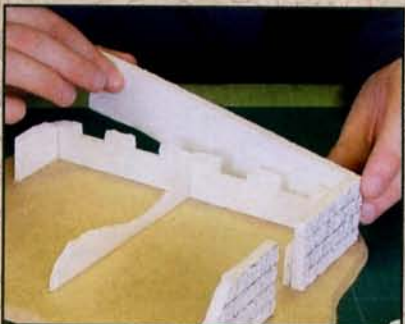
Measure out lines 10 mm apart on the textured side of the ceiling tile. Then draw on the brick pattern, making sure it's irregular. This will make the brick pattern look more realistic.



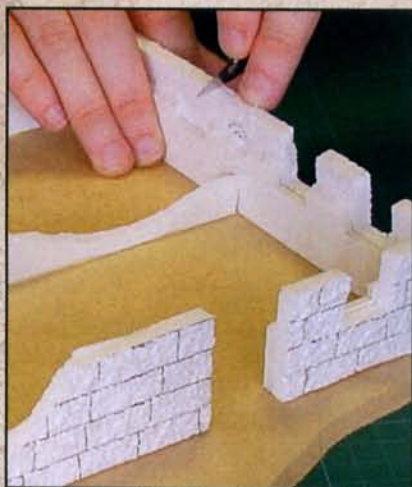
Cut the tile into strips 4 bricks wide.



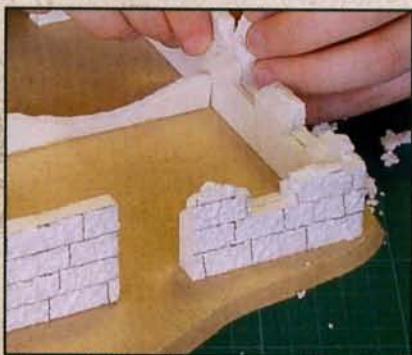
Score the brick pattern with your craft knife, taking care not to cut it all the way through.



Glue the outer walls to the inner walls, with the textured side facing outward. Cut the edges where the walls meet on the corners at a 45-degree angle, so that the brick pattern continues uninterrupted.



Cut out the windows in the outer walls by taking your craft knife and cutting into the outer walls, using the windows in the inner walls as a guide.

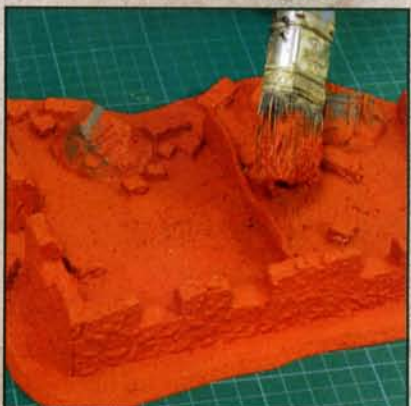


Crumble the edges of the outer wall to resemble broken rock. Try to keep the outer wall slightly higher than the inner wall. Keep the bits you've crumbled off, so you can use them as rubble later on.



Glue bits of left-over polystyrene bricks around the ruin. Mark has also used the ruins from *The Return of The King* boxed game, which adds a nice level of detail.

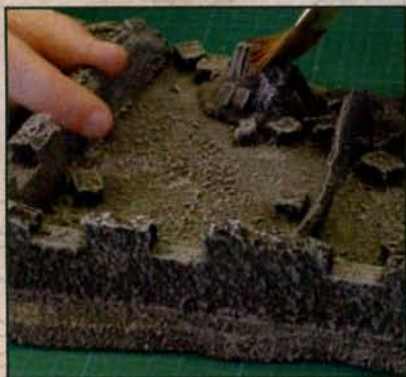
Take some sand and gravel and glue it to the base of the model with slightly watered down PVA glue.



After the PVA has thoroughly dried, paint the model with textured paint. After that has dried, the scores in the brickwork may need to be re-defined. The easiest way to do this is to take a sharp pencil and follow the lines of the bricks.



## Painting the Model



Spray the ruin with Chaos Black undercoat and give it a heavy drybrush with Codex Grey.



You can give the ruins a weathered effect by carefully drybrushing Scorched Brown and Dark Angels Green around the base of the walls and heaps of rubble. For a final touch you can add some small tufts of static grass to the base.

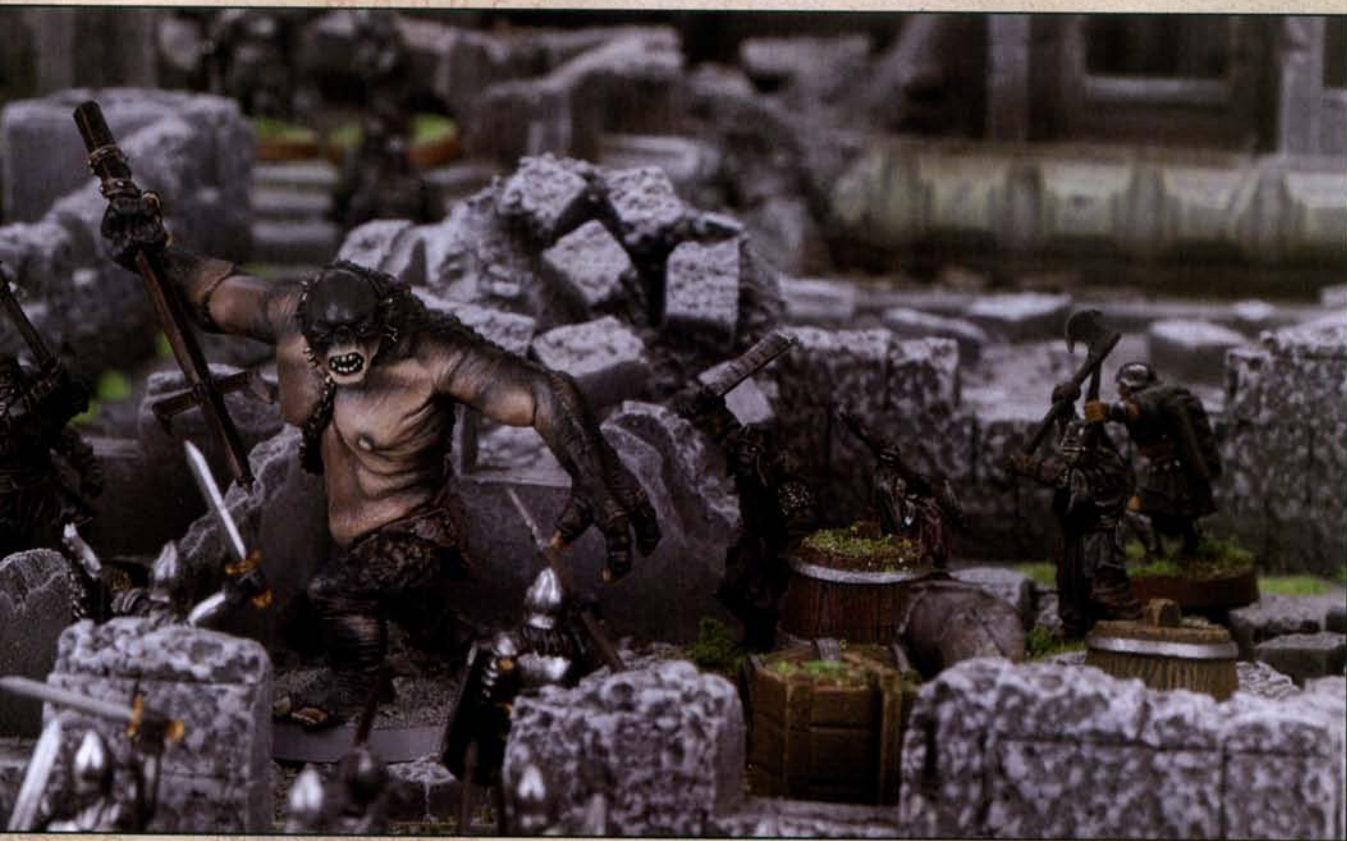


Drybrush the model again with Fortress Grey and finally with Skull White.

You don't need to stick to the shape and design that we have used for our example, you can use the basic construction techniques to create a large amount of different ruins. With a little creativity you can expand on these techniques as well, just think about adding in ruined staircases or even multiple storeys of buildings. The best thing is to have a go and let your imagination run wild.







# The Gathering Storm

*A The Lord of The Rings scenario*

As battles rage across Middle-earth, one Elven army stands surrounded by the hordes of Sauron. Despite the differences that stand wedged between their two races, Dáin readies his own force to come to the aid of Thranduil in ousting the Evil forces from Mirkwood.

## Description

As Sauron marches on Gondor, so too are his armies marching on the other bastions of the Free Peoples. In the north, Mirkwood, Dale and Erebor are assailed by armies of Easterlings, and while the realms of Men and Dwarves hold firm under the assault, the Elves fare less well.

While Thranduil battles the armoured cohorts of Easterlings on the borders of Mirkwood, Orcs and other foul creatures issue forth from Dol Guldur and attack the Elves in the rear. Though the Elves fight valiantly, the numbers of the Evil host threaten to overwhelm the resolute Eldar.

As the hours of battle pass and time goes on, the situation begins to look increasingly bleak for the Wood Elves. Fortunately for Thranduil's forces, help is at hand. Though

there is much bad blood between the Elves of Mirkwood and the Dwarves of Erebor, Dáin realises that all the realms of Rhovanion must stand together lest they fall forever.

Taking advantage of a reprieve in the fighting at the Lonely Mountain, Dáin leaves the defence of Dale and Erebor in the hands of his captains and leads an army to Thranduil's aid.

## Participants

The Good side consists of Thranduil (Thranduil is an Elven King – use the rules for Celeborn) Dáin, 8 Khazâd Guard, 8 Dwarf Warriors with Dwarf bows, 8 Dwarf Warriors with shields, 1 Elf Captain, 4 Wood Elves with Elf bows and Elven blades, 8 Wood Elves with armour and Elven blades, and 6 Wood Elves with armour and Elf bows.

The Evil side consists of 2 Orc Captains, 1 Easterling Captain, 10 Easterlings with shields, 10 Easterlings with spear and shield, 12 Orcs with sword and shield, 6 Orcs with Orc bows, 12 Orcs with spear, 6 Orcs with two-handed weapon and 4 Warg Riders with Orc bows.

## Points Match

If you want to play this game with other forces, choose at least 400 points for each side. The Good side must contain at least two Heroes.

## Layout

The scenario is played on a board 48"/112cm by 72"/180cm. Set on the border of Mirkwood, the board should be covered with a large number of trees with a few hills and rocky outcrops interspersed over the scope of the board.

## Starting Positions

The Good player deploys the Elves in their deployment area. The Evil player then splits his warriors into three equal groups and adds one Hero to each group. He then deploys one group in each deployment zone (see map). Dáin and the Dwarves are kept to one side and may be available later in the battle.

## Objectives

The Good side wins if the Evil side is reduced to 25% or less of its starting numbers. The Evil side wins if any two Good Heroes are slain.

## Special Rules

**Dáin's Fury:** Dáin is on the move, resolved to avenge the fallen. From the fourth turn onwards, at the end of each of the Good player's Movement phases, he may roll a D6. On the roll of a 4+, Dáin and his Dwarves have arrived. To determine where they arrive, roll an additional D6 – they move onto the table from the edge indicated by the roll (see map).

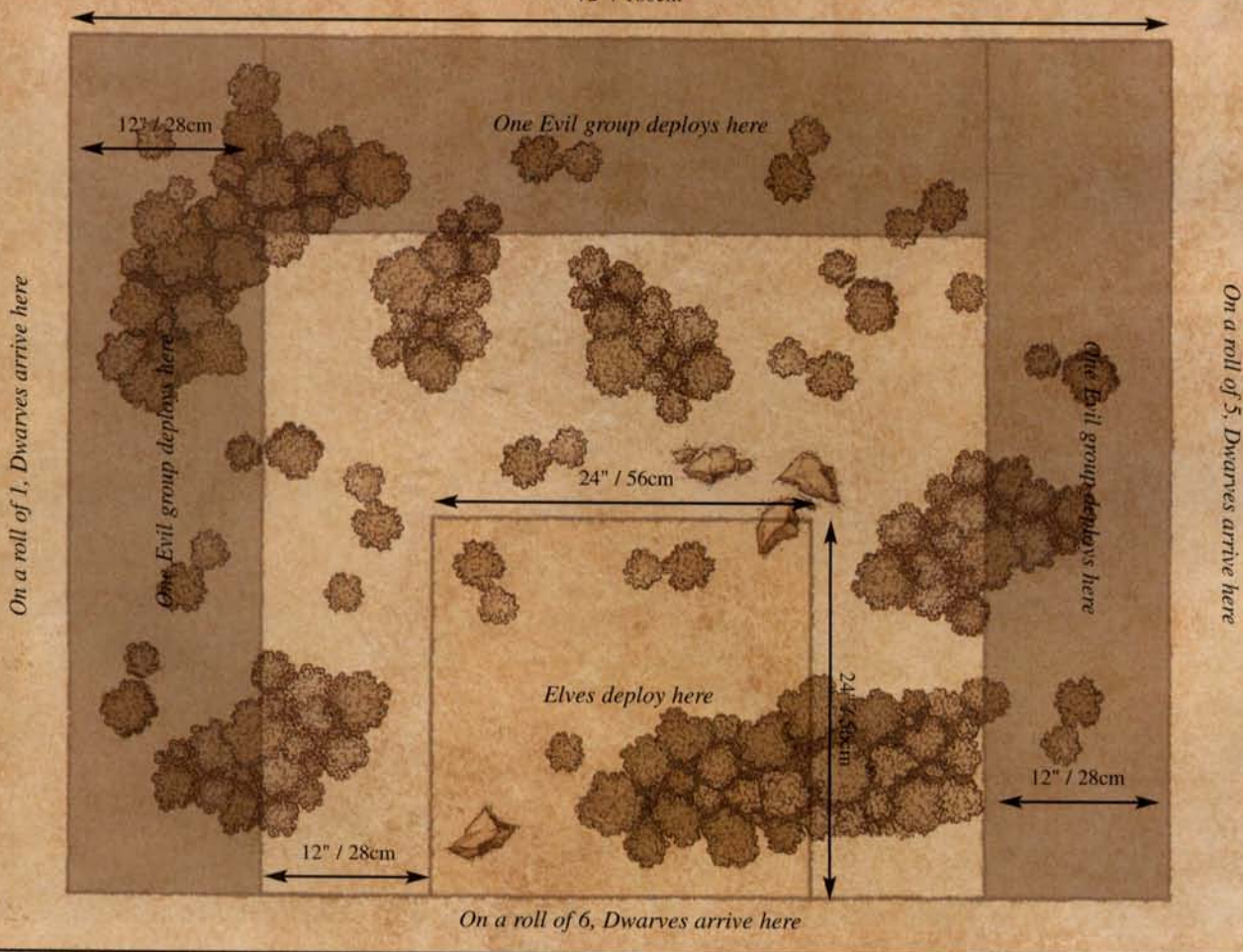
**Wood Elf Sentinels:** The unarmoured Wood Elf warriors armed with bows are actually Mirkwood Sentinels, the elite of Thranduil's household guard. These are exactly like Wood Elf warriors in every way, but in addition have the 'Expert Shot' special rule and may shoot twice each turn.



*The Dwarves try to fend off the Orc onslaught.*



On a roll of 2-4 Dwarves arrive here  
72" / 180cm



Adrian Champion takes a look at the forces available to you if you want to collect a Gondorian-themed Forces of Good army. He then runs through some of the tactics that can be employed on the battlefield.

The land of Gondor is the first and last line of defence against evil in Middle-earth. Facing the constant threat of attack from Sauron's forces, the proud warriors of this once-great nation safeguard the lands and freedom of the Free Peoples of the world. But, this is only achieved at a terrible cost; the lives of many brave warriors have fallen to the growing Shadow in the East.

It is now a time of total war, and in a land under siege the Men of Gondor must steel themselves to weather the storm of the coming assault. If Gondor falls, then none shall be spared the wrath of Sauron the Deceiver.

### The Warriors of Gondor

The basic soldiery of Gondor are typical of the race of Men. Neither as brave nor as skilled in combat as the Elves, and lacking the

toughness and resilience of the Dwarves, Men do have the advantages inherent of the younger races – their numbers are many. The swarming tides of Orcs (and worse) will not outnumber them by too great a degree.

While Men are certainly braver than the craven forces of Sauron, their 'average' Courage value of 3 makes it important to ensure that a spread of Captains, Heroes and Banners are deployed to keep the morale up. A deciding factor of many battles will be who runs first – make sure it is not you!

### Warriors of Minas Tirith

The defenders of Minas Tirith have access to the finest wargear and armour in the whole of Gondor. Even the rank and file of the city's defenders are clad in heavy armour bearing the design of the White Tree. The extra

survivability provided by this higher level of Defence ensures that even a lost combat may not necessarily mean a lost man, making them the immovable heart of your army.

### The Rangers

The Rangers are expert skirmish and ambush troops. Possessed of the best shooting skills on your force, their highly accurate bowfire, when brought to bear en masse, can be key for opening up a hole in the enemy line. The extra chance of hitting the target makes up for the comparative weakness of human bows. A deadly shower of arrows from these marksmen is a very handy way of removing significant threats before they can engage your troops. Even the Witch-king is less terrifying once his fell beast has been shot out from under him!

# BY THE BLOOD OF OUR PEOPLE

*Gondor Tactics, by Adrian Champion*



*Faramir leads the Knights of Minas Tirith*



The Fountain Court Guard stand against the hordes of Orcs.

While the nature of their 'hit and run' tactics means that they cannot make use of items like shields and heavy armour, the Rangers are still excellent fighters in close combat. With their increased Fight value on a tied dice roll, Orcs will lose out to these elite warriors and even Uruk-hai will only equal them! While they may be less able to survive a blow, they are also less likely to be hit in the first place.

### Knights of Minas Tirith

The Knights are the shining jewel in the army of Gondor. Clad in heavy armour, their true power derives from the devastating effect of their lances. On the charge, these weapons deliver a crushingly powerful blow. This charge bonus is not lost in combat against enemy cavalry, making the Knights the most feared horsemen on the battlefield!

To make the most use of your Knights you need to understand the vital importance of Priority. It is vital that you get to charge as all the benefits of fielding Knights depend upon it. Therefore your Captains must save their Might points for heroic moves; this will allow you to counter the effect of any Priority rolls that may go against you.

There will be times when you may find it necessary to charge a densely packed and numerically superior force of the enemy. In such a situation, the potential for your Knights to be surrounded and brought down is a very real danger. The time to strike is in the turns in which you have lost the Priority roll, giving you a full turn in which the only combats that take place are the ones that you choose to initiate. In the subsequent turn, as you will be more likely to win the Priority roll, you should have the option of disengaging and reforming for another charge before the enemy has a chance to retaliate. If you fail

this roll, a heroic move called by your Captains will still allow you to escape the wrath of your foe.

### Guard of the Fountain Court

The Guard of the Fountain Court, like the Rangers, are the best hand-to-hand fighters in the Gondor army. Backed up by their phenomenally strong armour, these are a classic example of elite front-line troops. While the Hero they have sworn to defend still lives, these hand-picked guardians can be relied on to pass any Courage tests they are required to take. Never underestimate just how valuable this ability is, there are many creatures in the service of the Dark Lord that inspire *terror*. While others may quail before the horrors of Mordor, the Guard of the Fountain Court will willingly confront the most feared of Sauron's servants, even at the expense of their own lives should the situation call for it.

### The Heroes of Gondor

No matter how mighty or numerous an army may be, its true worth can only be measured by how well its leaders can inspire their troops on to glory. Let us now look closely at the Heroes of Gondor.

#### Isildur and Elendil

At the time of the Last Alliance, Elendil and his eldest son Isildur were mighty leaders of Men. Brave and fierce in battle, few could stand before them. Just be careful to remember that Isildur is vulnerable to magical attacks, having but a single point of Will. Elendil, on the other hand, is more likely to suffer harm as he has only the one Fate point.

Elendil carries Narsil, a mighty blade that allows him to call a heroic combat every turn allowing him to potentially fight in two combats. Of course, you only get to fight a

second time if you kill all your foes in the first battle, so don't bite off more than you can chew. It is far better to engage just one or two Orcs and have a good chance of a bonus combat than to engage more and miss out on a second chance, you'll dispatch more foes in the long run! Be aware also that any spearmen supporting Elendil will not be eligible to join in with the second combat, so wherever possible get them to fight alongside him instead, this way they will be able to move on to the bonus combat as well.

#### Denethor

By the end of the Third Age, the line of kings has been lost and custodianship of the nation has fallen to the troubled mind of the Steward, Denethor. While still capable of wielding a sword like a true leader of Men, the strain of many years can lead him to attack warriors on his own side occasionally! Denethor's low points cost makes him a good value for money addition to your force, especially for his high Courage which will keep your troops fighting until the end. You may wish to assign a couple of bodyguards chosen from the Guard of the Fountain Court. If Denethor does suffer a bout of madness they can use the shielding ability to protect themselves and others from harm. With their high Defence they should be safe from his attacks should they get through, plus the rest of the time they can concentrate on their usual task of defending the Steward.

#### Boromir of Gondor

The mightiest warrior of The Fellowship of The Ring, Boromir of Gondor is capable of causing devastation to the foes of the White City. With an incredible six points of Might in addition to his phenomenal combat skills, Boromir can dominate an area of the battlefield. The Horn of Gondor means that

Boromir actually benefits most from charging multiple enemies at once, a suitably heroic deed for the son of the Steward!

The lack of Fate points makes Boromir quite vulnerable in drawn out combats. While his store of Might allows him to turn many losses into victories, they will not last forever. Neither can they protect him from missile attacks, a fact that became all too clear at Amon Hen. Your opponent will be rightly fearful of Boromir's close combat skills; they will try to shoot him from a distance when they can. Prepare for this and make sure that there are always a couple of warriors assigned to screen Boromir from the enemy archers.

### Faramir

Faramir, the younger son of the Steward, can fulfil one of two distinct roles on the battlefield. Leading the Rangers he can employ his skill with the bow to harass the enemy from a distance. Alternatively he can lead a charge of the Knights. With the option of heavy armour and a lance, Faramir can lend his skills to ensure the hammer blow of the Knights' charge is driven home deeper still.

### Aragorn, the King Elessar

There is little that needs to be said about Aragorn that you do not already know. His skills are incomparable, his ascension to the

throne of Gondor as its returning king being the turning point of the fortunes of the besieged nation. Now with the added protection of his royal heavy armour, Aragorn is deadlier than ever. He also carries with him Anduril, the reforged sword of his ancestors. Wounding on a 4+, this Sword of Kings means that even the hulking form of a Mordor Troll can be cut down as easily as an Orc. As befits a true hero, you now have no excuse not to seek out the toughest enemies on the board.

### Tactics of the White City

Now that you have a full understanding of the forces available to you, let us take a look at some advanced tactical formations suitable for the Gondor army.

#### The Shield Wall

The prime defensive formation of Gondor troops since the time of the Last Alliance has been the shield wall. The initial deployment of the troops should be in two wide ranks, the rear of these being armed with spears. Any enemy troops attempting to assault the front of the formation will then face the prospect of facing well-supported troops that cannot be individually outflanked.

Your opponent will attempt to move some troops around to the ends and rear of the line; if they can attack your supporting spearmen

then they remove your advantage and can trap your warriors. To prevent this, as the enemy begin their flanking manoeuvre, simply curve the ends of your formation backwards so that the line becomes a curve. If need be, this can be continued until the ends of the line meet to form a hollow circle of two ranks. This schiltron will have equal protection from all sides and, with space inside for your troops to be pushed back into, the integrity of the shield wall can be maintained without the inner troops trapping the front rank.

#### The Spearhead

When it is your turn to go on the offensive, an effective method of breaking through the opposing lines is to form your troops into a wedge shape. This traditional attack pattern can easily push its way through a group of enemy troops. Form up into a triangular formation like that of a spearhead. Choose your most powerful Hero to form the point of the spear, and have an inner core of spearmen to maximise the number of Attack dice you can roll in combat.

This works best against an unprepared force that is still fairly spread out. Arrange your troops and launch them into the heart of the enemy. This should serve you well for scenarios that require you to 'break through' to the opponent's side of the board.

*The Knights of Minas Tirith support warriors on foot in a coordinated attack.*





*The forces of Minas Tirith rush to defend the city.*



### Combined weapons tactics

A note of caution should be urged as regards your cavalry. When fielding a hard-hitting, fast-moving unit like the elite Knights of Minas Tirith it is tempting to send them charging off towards the enemy at the start of the game. You must restrain this impulse – your unsupported cavalry may well have a very impressive kill ratio on the charge, but in the following turn your riders can be outnumbered and overwhelmed by the rest of the enemy troops.

Keep your cavalry to the flanks of your army and push your infantry steadily forward. Do not let any units become isolated; they will be pounced upon by your opponent. While the cavalry with their lances prevent your flanks being attacked by enemy Warg Riders, your infantry can form a solid battle line. When this line reaches the opposing force, your fast-moving Knights can swing around the flanks and hit the enemy hard from the rear. Trapped between both elements of your army there will be few that will escape to threaten the safety of Gondor.

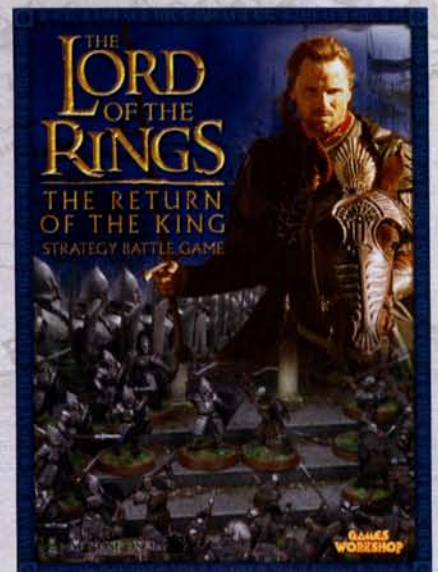
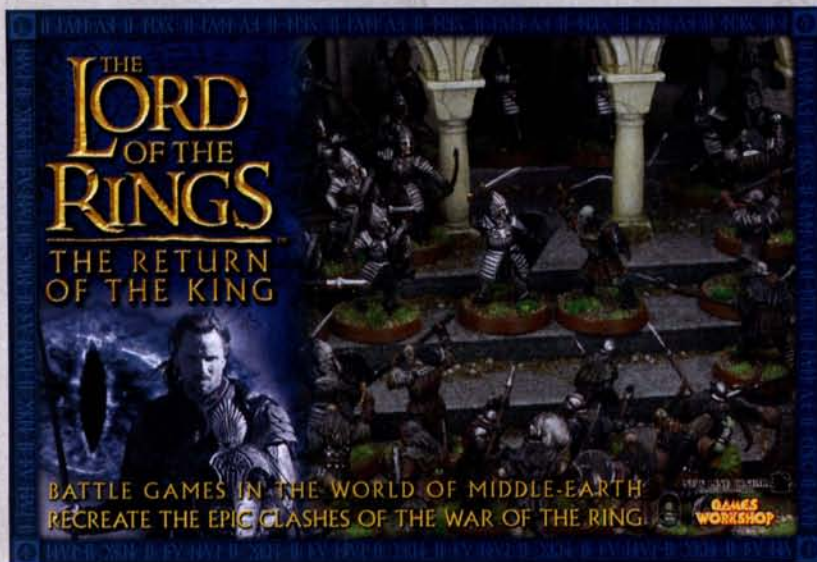
And so as the end of the Third Age draws nigh, the fate of the world rests with the nation of Gondor. During the darkest hour of the darkest day, it is time for the return of the King Elessar to lead Gondor in its struggle against Sauron. So gather your forces, form your battle lines and prepare yourself for the greatest battle of the Age!

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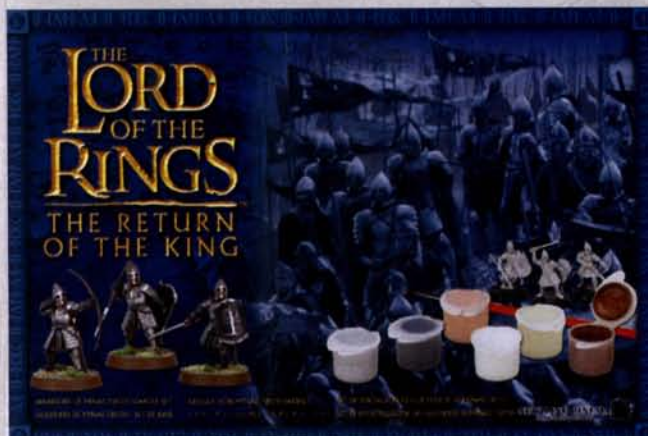
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