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THE RINGWRAITHS ATTACK
AT WEATHERTOP!

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BATTLE GAMES 37

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Design Manager: Rowland Cox

Editor: Graham Davey

Layout: Darius Hinks, Peter Borlace, Glenn More

Content: Darron Bowley, Mark Latham, Richard Morgan,

Owen Barnes, Alessio Cavatore, Matthew Ward & Rick Priestley

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The Nazgûl are the most terrifying servants of the Dark Lord Sauron. Discover the origins of the Ringwraiths and their leader, the Witch King.



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The Ringwraiths™

Chief among the servants of the Enemy are the nine Ringwraiths. These once-mortal Kings are now slaves to the will of Sauron, The Lord of The Rings. Known as the Nazgûl, these terrifying creatures scour Middle-earth, hunting for The One Ring.

Nine ancient lords of Men accepted Rings of Power from the Dark Lord Sauron, long before the Last Alliance of Men and Elves was formed. The power of these Rings would eventually turn the Kings into the Ringwraiths and servants of Sauron's will. For over four thousand years, the Ringwraiths have roamed Middle-earth, doing their master's bidding. The most cunning and powerful of the nine is the Witch King of Angmar, Lord of the Nazgûl. From the citadel of Minas Morgul, he leads the other eight on their dark errands. With their ghostly visage invisible to normal sight, their forms are swathed in heavy, black cloaks with cowed hoods. These riders in black scour the Shire for Frodo and The Ring. They are foiled twice in their efforts before finally cornering the Hobbits in the ancient ruins of Amon Sûl. On the cold and windswept hill of Weathertop, the dread Witch King confronts Frodo and delivers a mortal wound to the Hobbit. It seems that The Ring is finally within Sauron's grasp.

This Pack is dedicated to the most powerful of Sauron's minions, the Ringwraiths. In Playing the Game, we provide the rules you need to use these creatures in your games. The Battle Game features two exciting scenarios, beginning with the Hobbit's flight to the Bucklebury Ferry and then recreating the conflict at Weathertop, where Aragorn must fend off the Nazgûl and protect The Ring. Painting Workshop explains how to paint your Witch King model, while the Modelling Workshop shows you how to build the ruined watchtower of Amon Sûl, as well as the Bucklebury Ferry.

*'The Nine have left
Minas Morgul...
disguised as riders in black'*

SARUMAN™

◀▶ LORD OF THE NAZGÛL

The Witch King of Angmar
is a fearsome and powerful
adversary for any hero.





The Ringwraiths™

Sauron created the Rings of Power that corrupted these former Kings of Men and turned them into his greatest servants, the Nazgûl. Here we provide all the gaming information you need to use these creatures in your Battle Games.



Most feared of all the servants of the Dark Lord are the mysterious Nazgûl, the nine Ringwraiths. Drawn to his dark majesty in ages past, these ancient rulers and chieftains of Men were seduced by the gifts and promises offered by Sauron The Deceiver. Upon receiving their Rings of Power, their fates were forever bound with that of The One Ring. Over the long centuries, their bodies faded and they became creatures of the twilight world.

Though their presence is imposing and their strength supernatural, it is not through combat and might of arms that the Nazgûl overcome their foes. Their pervasive aura of evil chills their enemies to the bone, while their spells confuse and sway even the most powerful Heroes.

◀ BLACK RIDERS

A single Nazgûl is a fearsome opponent.

Together, they form a truly terrifying force.

Choosing Ringwraiths

As Sauron created only nine Ringwraiths, the Evil player may include a maximum of eight ordinary Ringwraiths and one Witch King in his force. Since the Ringwraiths are not named, painting a number under their bases can help you tell them apart during a battle.

Ringwraith Horses

Most living animals flee in terror from the presence of the Nazgûl, but the huge black horses the Ringwraiths ride have been bred to evil. They will only allow Ringwraiths to ride them and will throw anyone else who attempts to do so. Rules for horses and riders are given in Pack 14.





Ringwraith (Points Value: 75)



The nine Ringwraiths were once Kings of Men, the bearers of magical Rings created by Sauron in the fires of Mount Doom. All that remains of them now are their twisted spirits – their bodies having faded into nothingness.

F	S	D	A	W	C	Move	M	W	F
5/-	4	8	1	1	6	14cm/6"	0	7	0

Wargear:
Sword (hand weapon)

Options:
Horse 10 points

Special Rule:
Will
Terror
Darkness
Ringwraiths and The Ring

Magical Powers:
Transfix
Compel
Drain Courage
Sap Will

Will

Ringwraiths rely on their Will far more than other Heroes do. It is only by their strength of will that they maintain their corporeal form. The further they are from Sauron, the weaker is the bond between them and the lower are their Will values. To represent this, a Ringwraith must always expend 1 point of Will at the end of the Fight phase if it has been involved in a fight. Note that a Ringwraith touching an enemy must fight – they cannot choose not to fight. Once a Ringwraith suffers 1 Wound, or has 0 Will remaining, it is banished and removed as a casualty. Ringwraiths cannot be completely destroyed, their spirits will slowly regenerate, but this can take several days.



◀ RELIANCE ON WILL

The Nazgûl slays his foe but, having lost his last remaining point of Will, is himself removed from play.

Terror

Ringwraiths are terrifying supernatural creatures. They evoke Terror in their enemies, as described in the rules for Courage in Pack 10.

Darkness

Ringwraiths do not see by the light of the world as we know it, but by the inner light of the life of living things. They are not affected by darkness and can see as well in pitch black as they can in daylight.

Ringwraiths and The Ring

If any Hero should put on The Ring he becomes part of the twilight world of the Ringwraiths. A Hero wearing The Ring is not invisible to a Ringwraith as he is to other models. Additionally, a Ringwraith does not have to expend Will if he is fighting against a model wearing The Ring – even if other enemies are involved as part of a multiple combat.



◀ TWILIGHT WRAITHS

As soon as Frodo puts on The Ring, the Nazgûl are alerted to his presence and may see and charge him normally.

Witch King (Points Value: 95)



The Witch King is the leader of the Ringwraiths. Like the others, he is cloaked, armoured and has no physical body, only a shadow-like existence held together by the force of Sauron's magic.

F	S	D	A	W	C	Move	M	W	F
5/-	4	8	1	1	6	14cm/6"	0	10	0

Wargear:

Sword (hand weapon)

Special Rule:

Will
Terror
Darkness
Ringwraiths and The Ring

Magical Powers:

Transfix
Compel
Drain Courage
Sap Will

Options:

Morgul blade 10 points
Horse 10 points

Morgul Blade

A blow from this weapon will leave a tainted shard from its blade deep in the victim's flesh. If the Witch King inflicts a wound on a model that has 2 or more Wounds, he can use the Morgul blade. The model that has suffered the wound now has a shard of the blade embedded in its body. On each successive turn, the Evil player rolls a dice before the Priority phase. If the roll is a 1 on the dice, the victim of the Morgul blade sustains a further wound. This roll is made at the start of each turn until the game is over or the victim is slain. Might cannot be used to affect this roll, but Fate can be used to 'recover' the lost Wound, and Might can then be used to boost the Fate roll as described in Pack II. The blade can only be used once, as its deadly tip is broken after the first strike.



◀ **MORTAL WOUND**
Rolling a 6, the Witch King wounds the hapless Frodo.

▶ **MORGUL SHARDS**

In his next turn, Frodo tries to resist the Morgul Blade, but rolls a 1, therefore losing another Wound and, in this case, dying.



EXCEPTION TO THE RULE

The Power of Sauron

As Sauron grows more desperate for The Ring, he imbues his greatest servants with more power to break the forces of the West. In any Battle Game set during *The Return of the King* movie, the Ringwraiths cost 120 points and their Might and Fate are both increased by 2 points. In addition, their Will is doubled to 14. The Witch King himself will cost 140 points, with Might and Fate stores of 3 and a Will store of 20. Both the Witch King and the other Nazgûl also receive the new magical power, Black Dart (see right).

Black Dart

Range: 28cm/12".

Dice score to use: 5+.

The Ringwraith unleashes a bolt of pure Evil to strike at the target. The victim suffers a hit with a Strength of 9. If a cavalry model fails to resist this power, the Ringwraith can choose whether the Dart hits the rider or the mount.



Sword and Sorcery

Ringwraiths are formidable adversaries on the battlefield, as their sorcerous abilities can spell doom for enemy Heroes. Here we look at some of the tactics the Evil player can employ when using Ringwraiths in his army.

Initial Attack

Enemy Heroes are the bane of an Evil force, with their superior fighting abilities and Might. Nazgûl can counter the effectiveness of these Heroes with their sorcerous powers, such as Sap Will. This will force the Hero to spend some of his precious Will Points to resist the spell or lose it all. This is also a good spell to cast on enemy spellcasters straight away, as it will severely hamper their ability to cast their own spells. Always ensure, however, that your Ringwraiths are supported by other warriors and Evil Heroes, as they will still be vulnerable if pinned down in combat.



◀ **SAP WILL**
The Witch King successfully casts Sap Will on Gandalf, draining him of all his Will Points. Gandalf must now face the Witch King without his magical powers.



► FALL OF THE MIGHTY

Aragorn is Compelled into combat with the Troll by the Ringwraith and finds himself trapped with his Fight value reduced to 1.

Doom of the Mighty

Even the mightiest of Heroes can be defeated using this tactic. If several Ringwraiths can successfully cast Compel on an enemy Hero, the Evil player can draw that Hero away from the safety of his allies and into an ambush. If you can then engage him with your best fighter – such as a Troll – surround and trap him, you stand a good chance of killing the Hero in one move. Even Aragorn could find himself hard pressed to survive this manoeuvre.

Skulking in Shadows

The Nazgûl have one real weakness – they have only a single Wound. Fortunately, their high Defence value of 8 means that most warriors will need to roll a 6 on the dice (or even a 6 followed by a 4) to inflict a wound. However, this still leaves them vulnerable to attacks from enemy Heroes. Heroes can use their Might to adjust the roll to wound, making it easier for them to destroy the Ringwraiths in combat. For this reason, it can be a good idea for the Evil player to keep his Ringwraiths out of reach of enemy Heroes.



◀ EXPOSED

Legolas can draw a clear line of sight to the Nazgûl and spends some of his Might to cause a wound, destroying the Wraith's mortal form.



Hunting the Ringbearer

The full extent of the danger facing Frodo and his companions becomes apparent as they are leaving the Shire. Relentlessly pursuing the Hobbits throughout their journey to Rivendell are the Ringwraiths, Sauron's most deadly servants.



In this Battle Game, we present you with two scenarios, which deal with the Hobbits' first encounters with the Ringwraiths. In the first, one of the Black Riders has caught up with the Hobbits and they must evade it and flee to the Bucklebury Ferry, which will then take them across the Brandywine River to Bree. The second scenario takes place in the ruined watchtower of Amon Sûl, also known as Weathertop. The Hobbits have fled from Bree into the wilderness with the mysterious stranger known as Strider. While Strider is away scouting the area, the Nazgûl, this time with the Witch King among their number, are alerted to the presence of their quarry by the Hobbits' campfire. Now Strider must rush to the Hobbits' rescue before the Nazgûl can reclaim The One Ring for their master.

◀ DARK SERVANTS OF MORDOR

The Nazgûl are bent on a single purpose — to obtain The Ring for their master, Sauron.

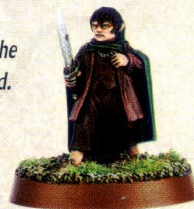
THE COMBATANTS

For the 'Flight to the Ferry' Battle Game, the Good player will need Frodo, Sam, Merry and Pippin. The Evil player will need one of the mounted Ringwraiths supplied as card figures with this pack.

For the 'Weathertop' Battle Game, the Good player will again need Frodo, Sam, Merry and Pippin, along with Aragorn. The Evil player will need the model of the Witch King, included with this Pack, and the four card Ringwraiths from Pack 3.

► PURSUED!

Frodo must flee from the agents of the Dark Lord.



◀ DARK ATTACKER

Aragorn must defend the Ringbearer against the malevolence of the Witch King.



Flight to the Ferry

As they make their way to Bree at the start of their quest, the Hobbits have their first encounter with the Nazgûl. Ill-equipped for battle and knowing little of the enemy they now face, the Hobbits must flee to the safety of the Bucklebury Ferry.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo	3/3+	2	3	1	2	6	10cm/4"	3	3	3
Sam	3/3+	2	3	1	2	5	10cm/4"	1	1	2
Merry	3/3+	2	3	1	1	4	10cm/4"	0	0	2
Pippin	3/3+	2	3	1	1	4	10cm/4"	0	0	2
Ringwraith	5/-	4	8	1	1	6	14cm/6"	0	7	0
Horse	0/-	3	4	0	1	3	24cm/10"	-	-	-



The Gaming Area

The game takes place on a 90cm/3' by 120cm/4' board. Place four of the riverbank sections from Pack 34 along one long edge of the board, to represent the banks of the Brandywine. One of the centre sections should be the one with the jetty. Place the ferry from this Pack's Modelling Workshop alongside it. Arrange your trees as shown to form a wooded area on the opposite side of the board from the river, with no trees closer than 14cm/6" to the riverbank sections.

Starting Positions

Both the Hobbits and the Ringwraith start the game in the woods opposite the riverbank. The Hobbits start the game up to 14cm/6" from the corner of the board furthest away from the ferry. The Ringwraith is placed in the other wooded board corner. Make sure that when you deploy the models, a line cannot be drawn between the Ringwraith and any of the Hobbits without it crossing the base of a tree, as detailed in the Spotting the Hobbits special rule over the page.

Special Scenario Rules

Ringwraith Movement

At the start of the game, the Ringwraith is hunting for the Hobbits, aware of the presence of The Ring, but unable to pinpoint its exact location. It is therefore moving slowly, searching the area for any sign of its quarry. For this reason, the Ringwraith's movement distance is halved while it searches for its quarry. Also, in the first turn of the game, the Ringwraith is controlled by the Evil player, but after that, it is moved by whichever player has priority that turn. As soon as the Hobbits are spotted, as described below, the Ringwraith is no longer subject to these rules and may move at normal speed, controlled by the Evil player.



▲ SEARCHING FOR THE RING

The Good player has priority this turn, so he chooses to move the Ringwraith away from the Hobbits.



▲ HIDDEN IN THE UNDERGROWTH

Because the base of the tree is in the way, the Ringwraith is unable to spot the Hobbits this turn.

Spotting the Hobbits

Knowing that they are being hunted by a malevolent pursuer, the Hobbits are taking great care to conceal themselves behind any available cover in the woods, such as tree stumps and foliage. For this reason, the normal rules for line of sight are altered for the purposes of determining whether the Ringwraith spots the Hobbits. If you cannot draw a line from the Ringwraith to any of the Hobbits without crossing the base of a tree or other obstacle, the Ringwraith is unable to see the Hobbits. If, after both sides have moved, a line can be drawn without crossing the base of a tree, the Ringwraith spots the Hobbits. If the Ringwraith has not already spotted the Hobbits, it will automatically do so as soon as one or more of them moves onto any of the riverbank sections, if one of them targets the Ringwraith with shooting, or if Frodo puts on The Ring.

Throwing Stones

Up until they are spotted, any of the Hobbits may throw a stone in an attempt to distract their pursuer. The Good player must nominate a target point for the thrown stone anywhere within range and roll to hit as if shooting. All the normal rules for throwing stones apply (see Pack 25). If the roll is successful, the Ringwraith must investigate the disturbance caused by the thrown stone. It must move towards the nominated point by the shortest possible route in its next Move phase, regardless of which player is controlling it that turn.



◀ DISTRACTING THE RINGWRAITH

Pippin makes a successful roll to hit, meaning the Ringwraith must move towards the target point in the following turn.



The Ferry

Once one or more Hobbits are on the ferry, the Good player may choose to unmoor it and push off. If this happens, any Hobbits on the ferry are safe from the Ringwraith, as it will not risk falling in the river. However, once the ferry is unmoored, any Hobbits not already on it must make a successful Jump test in order to move onto it. If the Jump is unsuccessful, the Hobbit will fall into the Brandywine and be swept away. Remove the model as a casualty.



◀ DESPERATE LEAP

The other Hobbits have unmoored the ferry, so Frodo must make a Jump test in order to board it. He rolls a 1, but spends a point of Might to ensure the roll is successful.

► UNARMED COMBAT

In this fight, Sam rolls a 6 and the Ringwraith rolls a 5. The Ringwraith's superior Fight value means it wins, as Sam's roll counts as a 5.



Unarmed

Because this game takes place before the Hobbits receive their swords from Aragorn, they are considered to be unarmed. This means they subtract 1 from their highest dice roll to see who wins a fight. A roll of 6 will therefore count as a 5, a 5 as a 4 and so on.

Frodo is not carrying Sting or wearing his Mithril Coat – these changes are included in his profile on page 7.

WINNING THE GAME

- The Good side wins if all the Hobbits escape on the unmoored ferry.
- The Evil side wins if Frodo or all three of the other Hobbits are slain.
- If Frodo and at least one other Hobbit escapes, the game is a draw.

► LEAP OF FAITH

Frodo must jump onto the ferry to escape the pursuing Black Riders.





Attack at Weathertop™

Camping for the night in the ruins of the watchtower, the Hobbits unwittingly alert the Ringwraiths to their presence with the fire they have lit. Once they realise the danger they are in, the Heroes must fight off their attackers to protect the Ringbearer.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo	3/3+	2	3	1	2	6	10cm / 4"	3	3	3
Sam	3/3+	2	3	1	2	5	10cm / 4"	1	1	2
Merry	3/3+	2	3	1	1	4	10cm / 4"	0	0	2
Pippin	3/3+	2	3	1	1	4	10cm / 4"	0	0	2
Aragorn	6/3+	4	5	3	3	6	14cm / 6"	3+1	3	3
Witch King	5/-	4	8	1	1	6	14cm / 6"	0	10	0
Ringwraith	5/-	4	8	1	1	6	14cm / 6"	0	7	0

NB. Strider has given each of the Hobbits a short sword, but Frodo does not have Sting or his Mithril Coat.



The Gaming Area

This game takes place on a 90cm/3' square board, with the Weathertop model from this Pack's Modelling Workshop 14cm/6" from one table edge. You can represent the surrounding wilderness by scattering a selection of rocks, trees and small hills.

Starting Positions

The four Hobbits start the game around the campfire on Weathertop. Once the game begins, the Ringwraiths will enter on the table edge furthest from Weathertop. Aragorn will enter from the opposite edge of the table to the Ringwraiths during the game, as described in the Surprise Ambush rule on the next page.

MOUNTED RINGWRAITH™



MOUNTED RINGWRAITH™



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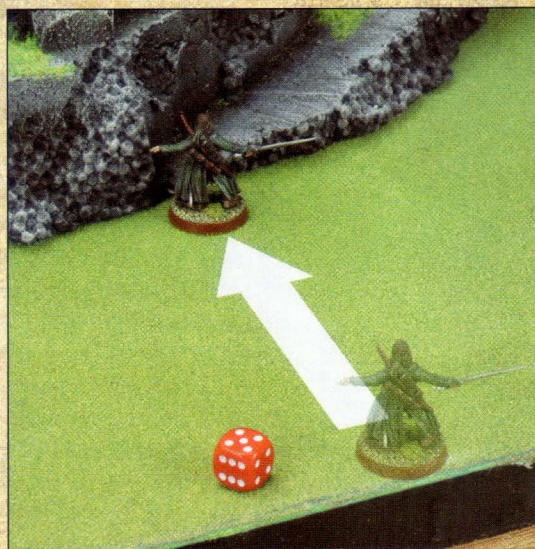




Special Scenario Rules

► TO THE RESCUE

At the start of the turn, the Good player rolls a 5, spotting the Ringwraiths, and Aragorn rushes on from the table edge.



Surprise Ambush!

At the start of the game, the Heroes are unprepared for the impending attack. Therefore they may not do anything until they become aware of the Ringwraiths' approach. This is determined by rolling a dice at the beginning of each turn. On a roll of 1-3, the Ringwraiths remain undetected and the Good side may do nothing, but the Ringwraiths act as normal. On a roll of 4-6, the Good side becomes aware of the Nazgûl. The Good side will automatically detect the Ringwraiths once they get within 6" of the ruined watchtower, or if they attempt to use any magic. As soon as the Ringwraiths are detected, Aragorn will move on from his table edge at the start of the Good side's next turn. Both sides may act as normal from then on.

Fear of Fire

The Nazgûl are vulnerable to flames and thus are cautious of the brightly burning fire in the centre of the ruins. Any Ringwraith within the ruins at the start of its turn must take a Courage test, following the rules in Pack 10. If this is failed, the Wraith must retreat its full move distance away from the fire in the centre.

The Good side may also attempt to use flaming brands from the fire to drive their assailants away. Any Good model in base contact with the fire may spend half its move to pick up a brand. If a model with a brand wins a fight against a Ringwraith, but does not kill it, they may choose to thrust the brand at the Ringwraith. This forces it to retreat its full move, again following the rules in Pack 10. As the Ringwraith will already have been beaten back as a result of losing the fight, it should end up too far from the model it has just fought to charge back into combat in the following turn.



▲ FLAMING BRAND

Using a flaming brand, Aragorn is able to drive the Ringwraith out of the watchtower by winning a fight against it.

'Back you devils!'

SAM™

WINNING THE GAME

- The Good side wins if, at the start of any turn after the fifth, there are no Ringwraiths on the Weathertop model.
- The Evil side wins if they kill Frodo, or there are no Good models on the ruins at the start of any turn.
- If the Ringwraiths are driven off, but the Witch King has wounded Frodo with the Morgul Blade, or if any of the other Good Heroes have been killed, the game is a draw.



The Witch King™ of Angmar™

Once a mighty sorcerer-king of Men, the Witch King was seduced by the power of The Ring, until he became a soulless slave to Sauron's will. In this Painting Workshop, we show you how to paint the dread Lord of the Nazgûl.



When Sauron forged the Rings of Power, he created nine for the Kings of Men, whom he knew lusted after power above all else. Of these nine Kings, most powerful of all was the Witch King. In his hunger for dominion, he accepted from Sauron one of the nine Rings, thus sealing his fate. Now he exists as a shadow creature, charged with the relentless pursuit of the Ringbearer – forever hunting, forever damned by his ancient weakness and greed.

The Witch King miniature supplied with this Pack of *Battle Games in Middle-earth* is a striking model, yet a simple one to paint. Here, building on techniques from previous Packs, we look at how to paint this ancient, evil King of the Nazgûl.

◀ MORGUL LORD

The Witch King is the most terrifying of all the cursed Nazgûl.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
CODEX GREY
BLACK INK
BOLTGUN METAL
CHAINMAIL
GRAVEYARD EARTH
BESTIAL BROWN

Weathering

A simple technique you can use to add a realistic touch to your figures is 'weathering'. By applying a dry-brush of brown onto a model's boots or the hem of their cloak, for example, you can create the effect of accumulated mud and dust. When adding weathering to your models, try to keep it light and simple, or your models will look as though they've been rolling in mud! You might like to try weathering figures you've already painted, such as members of The Fellowship.



► Weathering adds to the realistic look of this Uglúk model.



Painting Your Miniature

1 Painting the Robe

The Witch King is swathed in long, dark robes, his ghostly visage hidden by the heavy, black folds. In Pack 34, you learned about painting black areas effectively. Here we use the same process to paint the Witch King's robe, starting with the black undercoat. Using a mix of equal amounts of Codex Grey and Chaos Black, paint any raised areas on the robe. Next, highlight these same areas with Codex Grey. Try and keep these highlights as small and neat as possible. Once your highlights have dried you can apply a wash of Black ink to tone down the effect. This will mute the greys and give the Witch King a more menacing appearance.

► When applying the Black ink to the robe wipe away any excess ink that pools in the model's recesses.



◀ An equal mix of Codex Grey and Chaos Black gives a good dark grey colour to paint highlights over black.



▲ Neat lines of Codex Grey complete the robe's highlights.



► A light dry-brush adds a rough, worn and aged look to the robe.

2 Weathering the Model

To add to the ragged, travel-worn appearance of the Witch King's robe, you can apply a light colouring of brown to the hem. First, give the lower edge of the robe a light dry-brush of Bestial Brown, being careful not to add too much paint. Once this is dry, repeat the process with Graveyard Earth.

3 Final Details

To paint the Witch-King's weapons and armour, we use the same simple technique used on our Warriors of Minas Tirith. Apply a coat of Boltgun Metal, being careful not to get any on the model's robe. Next, apply a wash of Black ink to dull the metal. Once this has dried, highlight the armour and weapons with a small amount of Chainmail. After the model has been based in the usual way, it is ready to join in your Battle Games.



▲ The silver weapons and armour create a strong contrast with the black robe, without making the model appear too bright.

► Cloaked in his dark robe, the Witch King is a sinister-looking figure.





Amon Sûl™

The watchtower of Amon Sûl, also called Weathertop, is the setting for one of the most exciting sequences of The Fellowship of The Ring movie. Here we take a look at how to recreate this haunting, ruined watchtower.



Built by King Elendil in the latter years of the Second Age, the watchtower of Amon Sûl stood as a proud beacon against the evil of Mordor. Now it is a ruined and ominous place, although its easily defensible position makes it a place of shelter for weary travellers in the wilds. In this Modelling Workshop, we look at how to build your own version of Weathertop for use in your scenarios. You may also like to use this model to more accurately represent Weathertop in Pack 12's 'Clash of Wills' Battle Game.

In addition, on page 21, we show you how to create the object of this Pack's other Battle Game scenario – the Bucklebury Ferry.

◀ AMBUSH AT AMON SÛL

Aragorn thwarts the Ringwraiths in their attempt to obtain The Ring at Weathertop.

YOU WILL NEED

Weathertop (pages 14-20)

5CM/2" THICK POLYSTYRENE
RETRACTABLE UTILITY KNIFE
MODELLING SAND AND GRAVEL
2CM/1" THICK STYRENE
WOODEN DOWEL
THIN CARD OR
TEXTURED WALLPAPER
FOAM CARD
STONES AND CORK BARK
BLACK TEXTURED PAINT
CHAOS BLACK, CODEX GREY,

FORTRESS GREY, GRAVEYARD
EARTH, KOMMANDO KHAKI,
SKULL WHITE AND BLEACHED
BONE ACRYLIC PAINTS
BROWN AND DARK GREEN INKS
COARSE TURF AND STATIC GRASS

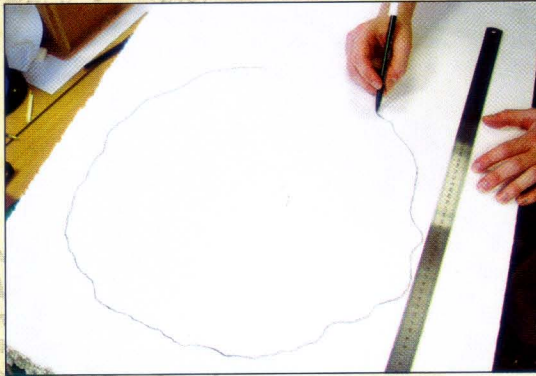
Bucklebury Ferry (page 21)

BALSA WOOD SHEET AND ROD
STRING
CHAOS BLACK, GRAVEYARD EARTH,
KOMMANDO KHAKI AND
BLEACHED BONE ACRYLIC PAINTS

Weathertop™

1 The Hill

The rocky hill of Weathertop is an imposing terrain feature in itself. Mark a roughly circular shape, about 42cm/17" in diameter, on a piece of 5cm/2" thick polystyrene. This forms the area where the ruined tower will sit. Score along the line with a knife and snap off the excess polystyrene to create an irregular edge. This is quite messy, but the edge needs to be rough and rocky-looking, rather than smoothly sloped.



◀ MARKING THE CIRCLE

Roughly draw out an area that is about 42cm/17" in diameter.

➤ CUTTING THE SLOPE

Remove a section of the hill, cut out the slope, then glue it back into place.

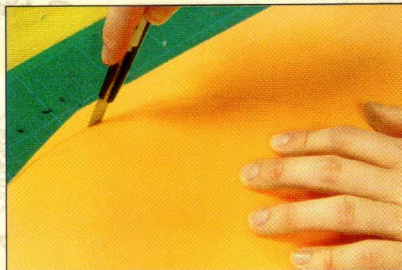


You will need one or two places in the hill where models could feasibly climb to the top. Using a hot wire cutter or utility knife, cut a gradually-sloping path into one side of the hill. The easiest way to do this is to remove an entire section, slope it with the hot wire cutter, then glue it back into position. You could also try creating a series of ledges, getting gradually higher, so that models can climb up.

2 Weathertop Base

The base is made from a large disc of styrene, with a styrene ring on top to form a tiered outer rim. Using a pair of compasses or a suitably sized circular object, mark out a 30cm/12" diameter circle onto a piece of 2cm/1" thick styrene. Using a hot wire cutter or utility knife, carefully cut out the disc. Draw around it onto another two pieces of styrene, and cut out two more identical discs. Take two of your discs and mark out an inner circle about 27cm/10½" in diameter, leaving a ring, measuring about 3cm/1½" from the outer edge. Cut out these inner circles very carefully. If you are using a hot wire cutter, you will have to cut through the ring, but this is okay as long as you are neat.

Once you have cut these out, you will be left with one large disc, two smaller discs and two large rings. Using PVA, glue one of the rings on top of the large disc. Then stick this base centrally onto the top surface of your hill. To add realism to the base, you can cut an appropriate stone effect into the top surface of the ring. Put all the other styrene pieces to one side for now – don't throw them away as you will need them later.

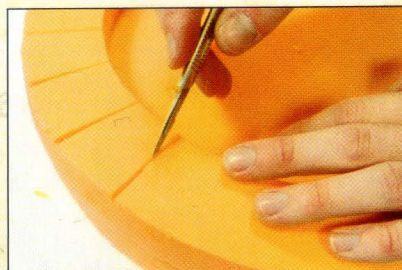
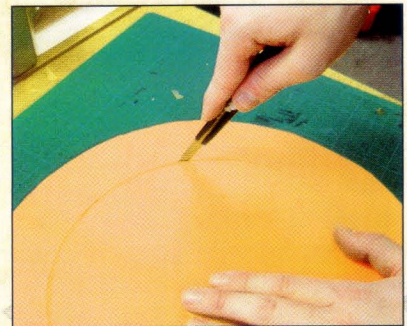


◀ CUTTING THE DISC

Take your time when cutting out a tricky shape such as the circular base.

➤ THE RING

Retractable utility knives are great for making deep, smooth cuts – but be especially careful as they are very sharp.



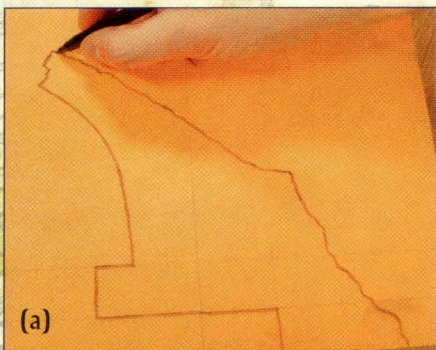
▲ STONE EFFECT

Working with styrene makes it easy to carve flagstones and cracks into the surface.

▲ FOUNDATIONS

The base is in place on the hill, with the slope leading up the side.

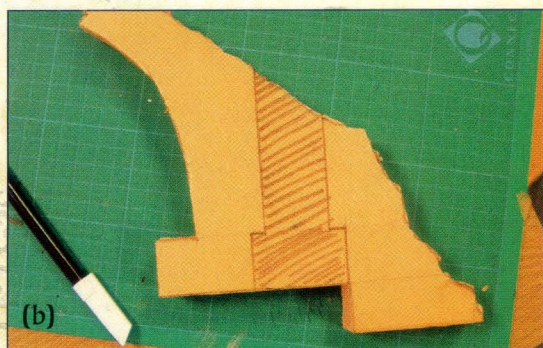




(a)

► MARKING THE GAP

The gap between the front of the arch and the back needs to be at least as wide as a miniature's base.



(b)

◀ DRAWING THE ARCH

Take a look at Weathertop in the movie to see the correct shape for your arches.



◀ GLUING THE ARCHES

Use PVA to stick the arches into position.

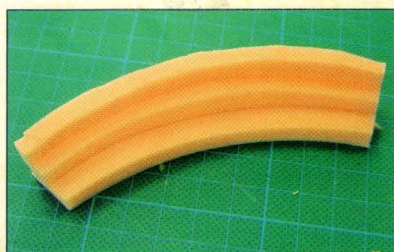
4 Inner Steps

Between the ruined arches are sets of steps that run from the floor of the tower up to the rim. The easiest way to make these steps is to use one of the small styrene circles you saved from Step 2. Cut away the outer 2cm/1" of the circle, then cut this new ring into small sections that fit neatly between ruined arches.

There are two types of steps to make – narrow side steps and wide, auditorium-style ones. The side steps are made in exactly the same way as the castle wall stairs from Pack 28's Modelling Workshop – only this time the styrene is curved rather than straight. The wider steps are simply made by cutting two or three long, thin steps out of the curved styrene with a sharp craft knife, as shown.

► SIDE STEPS

These steps are made just like normal stairs, but curved.

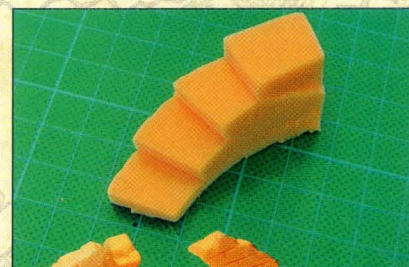


▲ LONG STEPS

Be especially careful when cutting these shaped steps, as you need the cuts to be smooth and neat.

► BASIC STRUCTURE

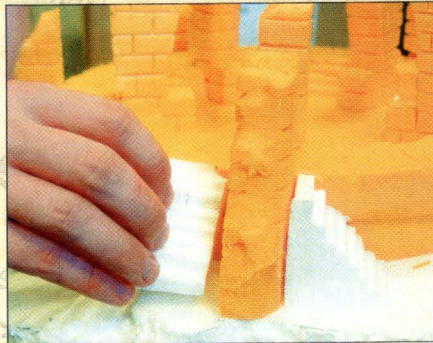
The arches and inner steps are now in place.





5 Outer Steps

The steps on the outside of the ruin that lead up to the rim are very easy to make. Simply cut a roughly cube-shaped block of polystyrene, the same height as the outer rim, and carefully cut steps diagonally across it. This will create two sets of steps. These look best when butted up against the back part of the ruined arches. You might prefer to curve the backs with the hot wire cutter so that they fit more neatly against the curved walls. For variety, you can also try cutting steps that run sideways around the outer wall.

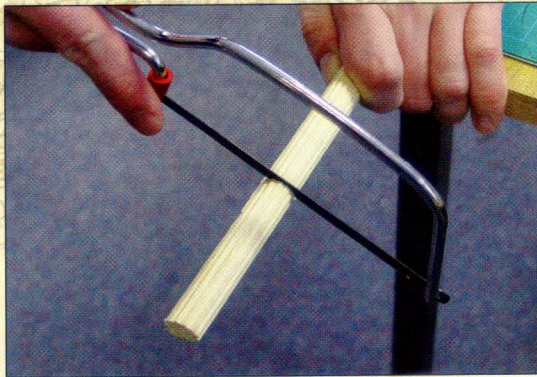


◀ GLUING THE STEPS

The outer steps allow miniatures access to the ruins.

▶ MAKING PILLARS

Wooden dowel is ideal for making stone pillars.

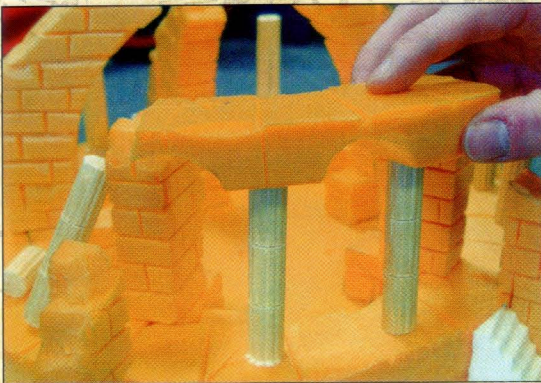


6 Pillars

The outer rim of the ruin houses several pillars, which would have originally held up the roof or perhaps an upper floor. Each pillar is about 7cm/3" tall and is made from wooden dowel. You will need about 10 pillars, two between each ruined arch. We used ornate, reeded dowel, but any type will do. Glue the pillars down so that they are roughly equal distances away from each other. You might like to glue a few sideways to look like toppled pillars.

◀ ATTACHING THE ARCHES

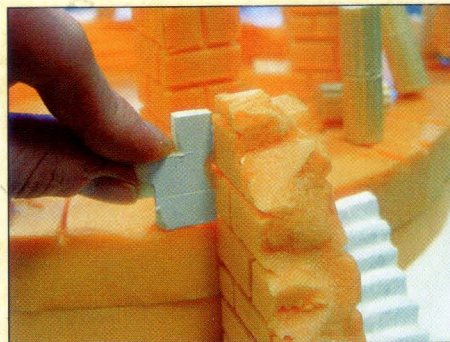
Trim the last styrene ring to size and use it to make arches.



When the glue has dried, it is time to make the tops of the pillars. Take the last styrene ring that you made in Step 2. Break it up into small chunks – you don't need to use the whole ring for this step. Take one of the chunks of the ring and position it on top of the pillars. Mark the points where the pillars touch the styrene, then carefully cut out small arches from between the points you marked. Finally, glue the styrene to the pillars so that it looks like an arched wall once ran around the top.

7 Ruined Walls

As Weathertop was once a complete tower, it helps to add some of the remnants of walls here and there. Glue small offcuts of foam card and styrene to the outer rim and the sides of the ruined arches. Use the weathering techniques discussed in Pack 33's Osgiliath ruins to make these sections look more realistic.



▲ THE RUINED WALLS

Carefully shape and weather the foam card so it looks like crumbled masonry.



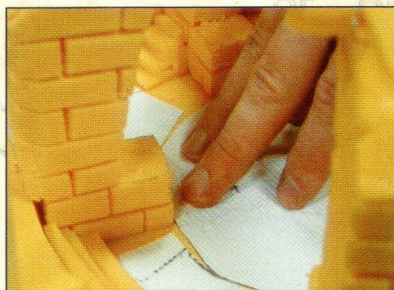
▲ THE TOWER TAKES SHAPE

The addition of walls and pillars has given form to the tower.

8 Interior Details

Before doing any more to the outer walls, it is time to add the interior details. The first detail to add to the inside of the ruin is a textured floor. For this, you can either glue lots of small card tiles, or stick down pieces of cobblestone-patterned wallpaper, cut to size. Next, the ruin will look much more convincing if you add patches of rubble. Use modelling sand and gravel to provide heavy texture and fill in any gaps in the model.

The 'Weathertop' Battle Game in this Pack requires a campfire. Rather than model this onto your watchtower, you may like to make one on a small circle of card, so you can add or remove it as necessary.



◀ GLUING WALLPAPER

Don't worry about being too precise with the wallpaper – any tears or cuts can be covered with rubble afterwards.

▶ THE CAMPFIRE

Make the campfire the same way as in Pack 18, but on a small piece of card instead.



◀ CURVED STAIRS

As long as you are very careful with the hot wire cutter, you can make two stairways from the styrene block.



▶ POSITIONING THE STAIRS

Glue the stairs into place in the gaps in the arches.

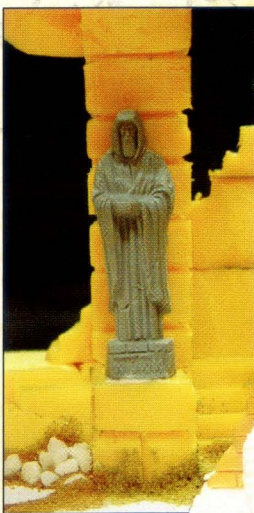
9 Ruined stairways

The ruined arches have stone stairways running through the gaps. Take the final small circle of styrene and cut three equal-sized strips off it, each about 2cm/1" wide. Glue these one on top of the other, and cut a curved stairway diagonally from one end to the other, using a hot wire cutter. This will give you two stairways, which you can position between the arches. If you like, you can add a third stairway, but this time make it out of only one or two strips of styrene, so that it looks more ruined.

Alternative Approaches

Making Statues

The most convincing way to make statues is to use spare miniatures or pre-made scenery. You can use any suitable spare miniature (such as plastic Men of Gondor), but we chose to use part of *The Lord of The Rings* Terrain Pack, which will be included with a future Pack of *Battle Games in Middle-earth*. If you don't want to wait, you can order this item direct from www.games-workshop.com. Because using pre-made models in your scenery projects is quite costly, we only recommend this as an optional extra.

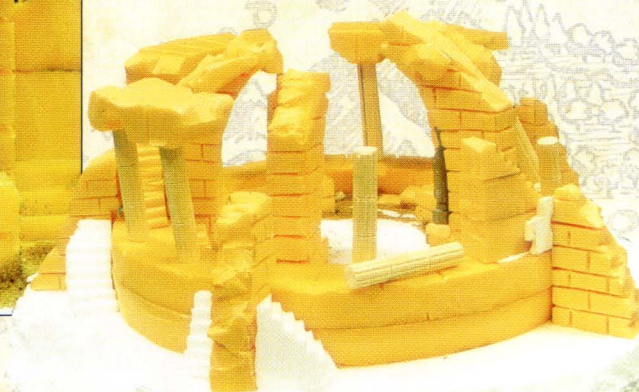


◀ SCENERY STATUE

With a little trimming, this pre-made statue fits onto the ruined arches.

▶ COMPLETE INTERIOR

Weathertop now only needs exterior details.



10 Exterior Details

The watchtower of Amon Sûl was built as an integrated part of the hill upon which it sits. To represent this, once the interior details are finished, it is well worth building up the rocky hill around the foundations of the tower. Use polystyrene, bits of cork bark (available from specialist hobby stores), stones and gravel to make the watchtower look as though it is sunken into the hill. Remember to leave plenty of routes for models to climb up into the tower – be especially careful not to obstruct the outer steps.

As a final detail, you might like to add a small tree to the side of the hill. You can either use a pre-made one, or create a gnarled, bare tree from scratch. Making your own tree will look very effective on this model and will require exactly the same techniques you learned in Packs 8, 17 and 35.



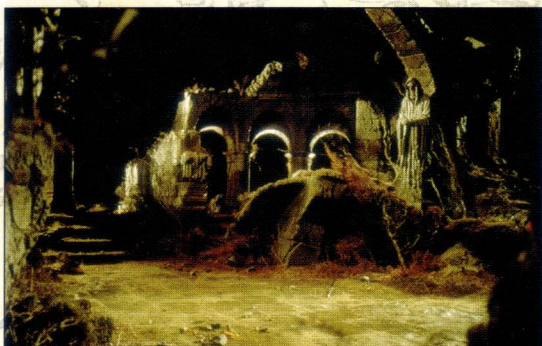
◀ BUILDING UP ROCKS

Use any appropriate materials to integrate the hill and the tower.



▶ GNARLED TREE

A bare-branched tree will add to the atmosphere of your model.



◀ ANCIENT RUIN

The broken masonry hints at the former glory of Amon Sûl.

'This was the great watchtower of Amon Sûl'

ARAGORN™

▶ READY FOR PAINTING

The construction of Amon Sûl is complete.



Finishing the Model

1 Painting Weathertop

Before you begin to paint the model, you will need to undercoat it with textured paint. Black textured paint is best, otherwise you will have to undercoat it afterwards with Chaos Black paint.

The model is divided into two distinct areas – the hilltop and the ruin itself. The hill can simply be dry-brushed Codex Grey, followed by a lighter dry-brush with Fortress Grey. The ruins of Amon Sûl are a little more involved. Begin by applying a heavy dry-brush of Codex Grey all over the ruins. Next, apply a slightly lighter dry-brush of Bleached Bone over them. Finally, give the ruins a very light dry-brush of Skull White, concentrating mainly on the sharp edges and corners. If you made a tree, paint it Graveyard Earth before giving it a light dry-brush of Kommando Khaki.

► ADDING COARSE TURF
Some foliage helps the model blend in with the rest of your scenery.



► PAINTING THE TOWER
The colour scheme for the tower is very similar to the Osgiliath ruins from Pack 33.



2 Finishing Touches

The whole model will benefit from some weathering, achieved by applying Dark Green and Brown inks sparingly around the recesses of the model. To finish off the model, glue small patches of coarse turf and static grass around the rocky hillside to represent clumps of foliage and scrub.

► THE FINISHED WATCHTOWER

The tower is now ready to play out the Nazgûl ambush.



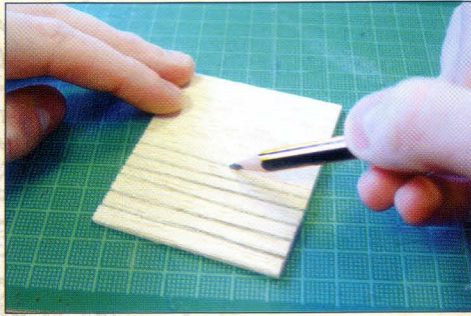


Bucklebury Ferry

The other scenario presented in this Pack's Battle Game is 'Flight to the Ferry'. Here we look at how to build the focus of that game – the Bucklebury Ferry.

1 The Platform

The planked platform is the most obvious place to start the construction of the ferry. Cut a rectangle of thin balsa wood sheet, approximately 5cm/2" wide by 7cm/3" long. Try to ensure that the grain of the wood runs across the width rather than the length. Using a pencil, score planks into the platform, following the grain of the wood.

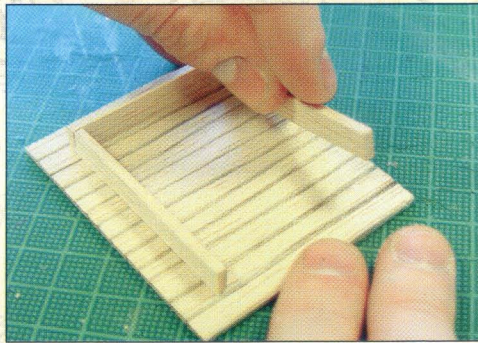


◀ SCORING THE PLANKS

Use a blunt pencil to mark out planks on the platform's top.

▶ GLUING THE STRUTS

Glue the struts slightly in from the edge of the platform.

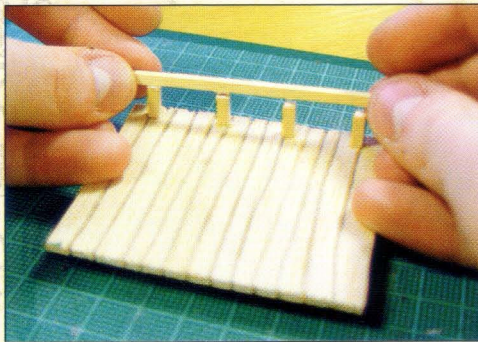


2 The Underside

To create the underside of the ferry, you will need four rectangles of balsa wood sheet. Two of the rectangles should measure about 1cm/½" by 6cm/2¾". The other two should be about 1cm/½" wide by 4cm/1¾" long. Glue these on to the bottom of the platform as shown, creating a box shape with the edge of the platform overhanging by about 1cm/½" all around.

3 The Handrail

From a piece of balsa rod, cut four small posts, each about 1cm/½" tall. Using PVA, glue these down one long side of the platform at regular intervals. Cut a strip of balsa rod the same length as your platform. Glue this rod across the tops of your short posts, making a handrail. Finally, you may like to attach a small piece of string to the end of the handrail, to represent the mooring rope.

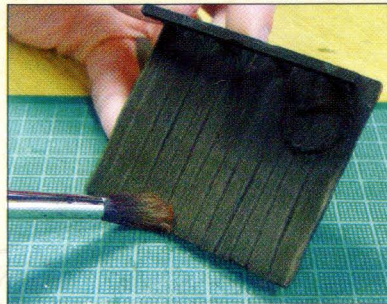


▶ ADDING A HANDRAIL

Glue the handrail horizontally across the struts.

4 Painting the Ferry

The Bucklebury Ferry needs to be undercoated with Chaos Black paint or spray. Once this is dry, apply a heavy dry-brush of Graveyard Earth, followed by a lighter dry-brush of Kommando Khaki. Finally, if you added a rope, dry-brush it with Bleached Bone.



▲ DRY-BRUSHING WOOD

Dry-brushing the balsa wood brings out the texture and adds to the realism of the model.



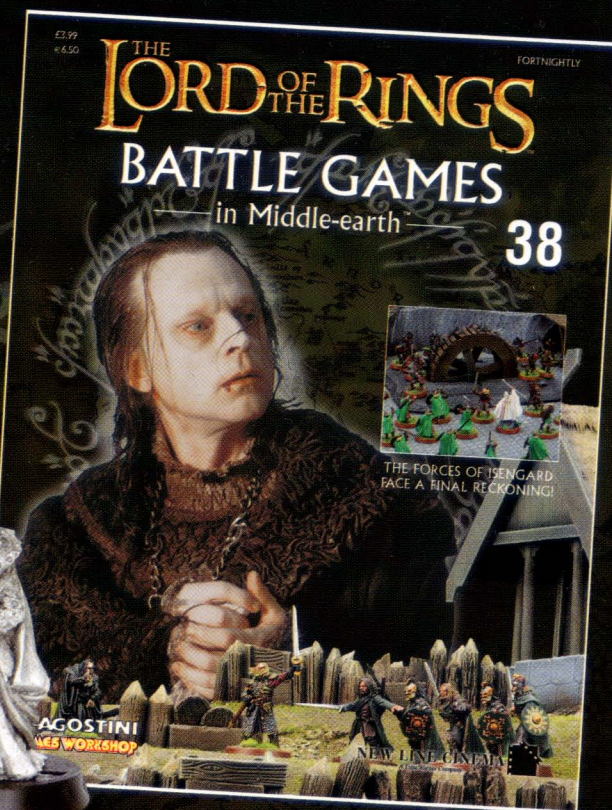
▲ THE FINISHED FERRY

Your completed Bucklebury Ferry.

IN YOUR NEXT GAMING PACK...

Saruman faces the wrath of The Fellowship!

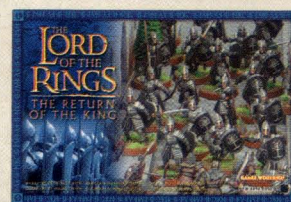
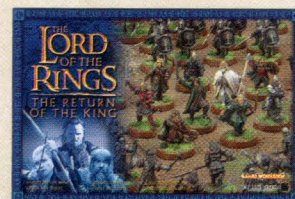
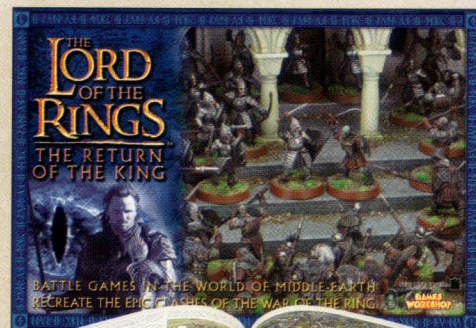
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THE LORD OF THE RINGS

THE RETURN OF THE KING

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