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THE LORD OF THE RINGS

BATTLE GAMES 57

— in Middle-earth™ —



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ALL FRONTS!



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THE LORD OF THE RINGS

BATTLE GAMES 57

— in Middle-earth —



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NEW LINE CINEMA

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Kingdom of Men

Gondor was once the greatest kingdom of Men in all of Middle-earth, a mighty realm stretching from vast oceans to towering mountains. During the reign of the Stewards, Gondor's glory began to fade, consumed by the shadow of Mordor.

'The House of Stewards has failed!'

DENETHOR™

From the time of the Second Age, the Kingdom of Gondor has been a shining beacon of light against the evil of Mordor and its allies. After the

defeat of Sauron at the Battle of the Last Alliance, Gondor grew further in power, forcing back the armies of darkness to the very edges of Middle-earth and fortifying its borders against future attacks. However, as time passed, the line of Gondorian Kings was broken and rulership of the realm fell to the Stewards. This continued throughout the Third Age and marked a decline in the fortunes of the Kingdom. By the time Denethor became Steward of Gondor, darkness had once again risen in the east and his lands had dwindled to a fraction of their former size. Ruling in such times proved too much for Denethor and he succumbed to despair at the plight of his lands. When the Steward learned of the death of his son, Boromir, his despair turned to madness.

In this Pack's Playing the Game, we take a look at gaming clubs and how to go about exploring *The Lord of the Rings* gaming community. In the Battle Game, Denethor must battle against both his growing madness and a group of deadly assassins. In the Painting Workshop, we present a step-by-step guide to painting your Denethor miniature, while in the Modelling Workshop you will learn how to create a range of small Minas Tirith terrain pieces to enhance your games.

► STEWARD OF GONDOR

The shadow of Mordor has driven Denethor into madness and despair.





The Kingdom of Gondor™

Throughout its long history, the realm of Gondor has fought a constant war against its foes. Many of these conflicts can be used as the basis for exciting scenarios, recreating the dramatic battles of Gondor's lords and soldiers.

Since the time of Elendil and Isildur, the Kingdom of Gondor has endured. Of all the Free Peoples of Middle-earth, the Gondorians represent a bastion of justice and order against the primitive savagery of marauding Orcs and the tyranny of Sauron and his allies. Gondor also struggles against the evil southern nation of Harad, a land of wicked Men that constantly threaten the Kingdom's peace. However, holding back the darkness of Mordor and Harad has sapped the strength of Gondor and its people. Through strife and war they have lived under the constant threat of attack. However, despite the bitter hatred of its enemies, Gondor stands resolutely against their aggression and their evil.



◀ DEFENDERS OF THE REALM
Warriors of Minas Tirith stand watch against the enemies of Gondor.



The Last Alliance

At the end of the Second Age, Elendil and Isildur, with the aid of Gil-galad's High Elves, led the Warriors of Gondor into battle against Sauron. Together, they defeated his massive army of Orcs and seemingly destroyed the Dark Lord himself.



The Decline of Gondor

In the centuries following Sauron's defeat, Gondor's fortunes began to fade. Some areas of Gondor were only protected by brave bands of Rangers. Faramir's own men executed many daring raids and ambushes upon marauding Orcs and Haradrim.



Battle for Osgiliath

Osgiliath was once the jewel of Gondor, a vast and beautiful city bridging the River Anduin. However, by the end of the Third Age, constant attacks had reduced it to ruins – a broken outpost of the kingdom and last line of defence against the forces of Mordor. Lost and retaken several times, Osgiliath was the scene of the bitterest fighting between the forces of Gondor and Mordor. Boromir and Faramir both fought in the ruins of Osgiliath, leading the defence of the city, but the crushing strength of Sauron's armies was too much for the Gondorian garrison and, in the days before the Siege of Minas Tirith, the city fell for the last time to Mordor.

► CITY IN RUINS

The broken streets and buildings of Osgiliath became a deadly battleground for the forces of Gondor.



The Siege of Minas Tirith

After the fall of Osgiliath, the vast horde of Orcs moved upon the white city, preparing to deliver a killing blow to the realm of Gondor. Commanded by the dreaded Witch-king, the forces of Mordor assaulted the city with war machines, siege towers, mighty armoured Trolls and Nazgûl upon terrifying Fell Beasts. Atop the city walls, Gandalf rallied the defenders in the face of the enemy, using his indomitable will to bolster their courage. The bitter struggle for the city was a gruelling test of the fighting spirit of the Warriors of Minas Tirith and was to decide the fate of the Kingdom once and for all.

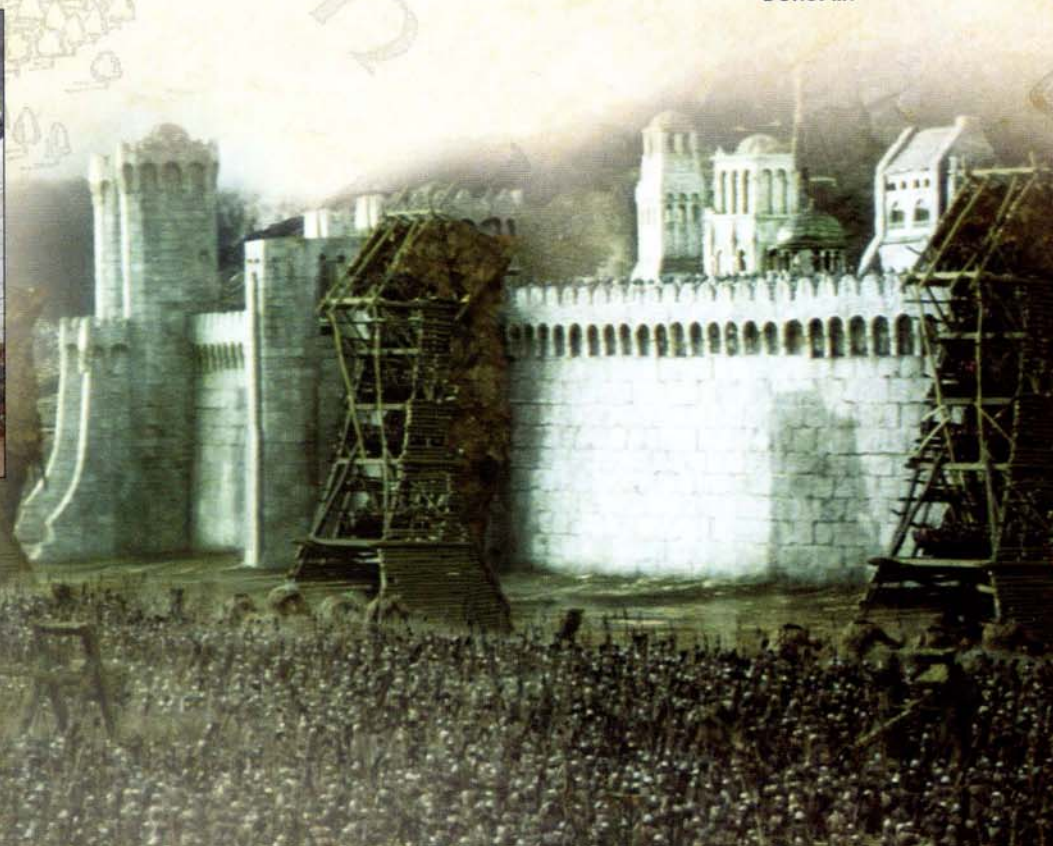
*'Long has my father,
the Steward of Gondor,
kept the forces of
Mordor at bay.'*

BOROMIR™



▲ ASSAULT ON THE WHITE CITY

Gondor faces the full fury of Sauron's army.





Gaming Clubs

Battle Games in Middle-earth allows you to play scenarios and recreate memorable moments from the films with friends and family. It can also inspire you to join or create a gaming club, and meet people who share your interest in the game.



Battle Games in Middle-earth attracts all sorts of people with an interest in the exciting world of *The Lord of the Rings*. Many gamers have a group of regular opponents, usually family or friends, who they will play against.

However, there also exists a wider gaming community, consisting of gaming clubs, which offers a chance to meet new players who share your enthusiasm for the game. Joining a gaming club can offer not only the chance to play games with new opponents, but also to

develop your other hobby skills such as painting and model-making. It is also a great way of making new friends with common interests.

In this Pack's *Playing the Game* we look at gaming clubs – what they are, how you might find and join one and even how to go about creating your own. We also offer some advice on organising events for gaming groups, from multi-player games and campaigns, to tournaments.

▲ COMMON INTERESTS

Gaming clubs offer the chance for like-minded individuals to get together and share the Battle Games in Middle-earth hobby.

What is a Gaming Club?

A gaming club is a term used to describe a group that gets together regularly to play games, or otherwise pursue the *Battle Games in Middle-earth* hobby. If you and your friends or family play games frequently, then you are, in essence, a gaming club. Gaming clubs can also be much larger, involving lots of people who meet at a local venue, such as a school or library. These kinds of clubs offer the chance for gamers to meet new people and expand their hobby knowledge.



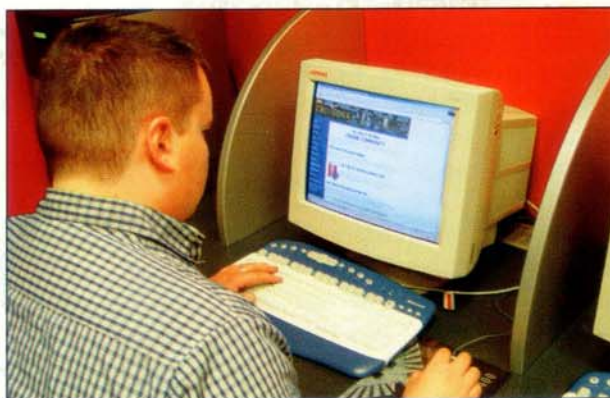
▲ PLAYING GAMES

Battle Games in Middle-earth contains a variety of gaming club activities from battle games and figure painting to model-making.



The Gaming Community

There are lots of people all around the world who enjoy playing *Battle Games in Middle-earth*. While not all of these people actively seek out others interested in this hobby, they are, as a whole, part of the gaming community. Gaming clubs form a key part of the gaming community, functioning as a link for these like-minded people. If there aren't any clubs in your area, you could try the Games Workshop website – www.games-workshop.com. This site offers details of clubs around the world.



◀ **ONLINE INFORMATION**
The Games Workshop website is a good place to find information on established gaming clubs near you.



▲ THRILL OF THE GAME

Battle Games in Middle-earth draws people together to enjoy exciting gaming experiences.

Finding a Gaming Club

There are many places you can look to get information on gaming clubs that might exist in your area. Local libraries are well worth checking out, as these venues often host a wide variety of social activities, which can include gaming clubs. If you are a student, you could ask around at your school or college to find out if there are any clubs being run. Gaming clubs can also be found in hobby stores that stock *The Lord of the Rings* miniatures. These stores will often run events associated with the game. If there is a Games Workshop retail store near you, then this is also an ideal place to find information on gaming clubs.

Remember, however, that before joining any gaming club, you should make sure that it is run responsibly, especially with a mind to younger gamers. For this reason, gaming clubs organised and run by schools, libraries and hobby stores may be most appropriate to try first.

The Benefits of Clubs

There are lots of benefits to starting or joining a gaming club. The most obvious advantage is that you will be able to meet new opponents, enriching your games by facing a variety of forces and playing styles. Club members may decide to pool their resources to play larger games or with a greater variety of terrain and models. A gaming club is the perfect place to exchange ideas on painting and model making, and most provide areas and materials where you can paint models and make terrain. Finally, gaming clubs often run exciting events, such as campaigns and tournaments.

► LARGE GAMES

Gaming clubs can be a great place to play big games, combining your forces with those of your friends.





Organising Events

One of the most exciting parts of being involved in a gaming club is participating in events. Events can be anything related to the game that requires more than two players, and some kind of preparation. These can include multiplayer games, where the sides in a game are made of a team rather than a single player. They can also include campaigns, which are a series of linked games. Campaigns can include lots of people playing games at once, all of which will have an overall effect on the campaign itself. Tournaments are another popular type of gaming club event. These are a series of competitive games where players battle it out in a league or knockout system to determine an overall champion.



▲ SPECIAL SCENARIOS

Gaming clubs often have the resources to host unique scenarios and massive battles.

Multiplayer games

It is possible to play games with more than a single player on each side. These kind of multiplayer games can be as simple as dividing the players into two teams and each player using his own force alongside that of his teammates. Alternatively, you could play a game where the players fight a free-for-all battle, each player taking a turn just like in a normal game. In these kinds of games, you might need to adjust the rules to deal with problems that will crop up, such as combats between models belonging to more than two players or how priority is determined. The most important aspect of creating a good multiplayer game, however, is coming up with a strong idea for your scenario – which is made easier by having more people to share ideas. A clear concept will help you to decide on whatever special scenario rules you will need – as well as making the game more exciting.

► FREE-FOR-ALL

Club members battle it out in a three-way confrontation.

‘Gandalf, my old friend, this will be a night to remember!’

BILBO™





Campaigns

A campaign is a series of linked games that can involve two or more people. In Pack 50, we followed two players' efforts in a campaign based on Saruman's war against the lands of Rohan. It is possible to play this kind of campaign using more than two players, where each of the games played becomes a multiplayer battle. This, of course, is just one kind of campaign you can play. Other kinds include map-based campaigns, in which the players fight to expand their territories and capture objectives. As the name suggests, these kinds of campaigns make use of a map or board on which the moves and territories of the players are recorded. Map-based campaigns will be covered in more detail in a future Pack of *Battle Games in Middle-earth*.



► LINKED GAMES

The Osgiliath campaign from Pack 41 is an example of playing linked games.

Tournaments

Playing competitive battles can be a fun way of testing your gaming skills. Tournaments are events that bring together gamers to play a series of competitive matches to determine an overall winner. They offer a chance to test your skills against other players, and to try out your tactics and chosen force against a variety of opponents. Tournaments are also an ideal place to show off your painted figures and see forces created by other people. We will be taking a closer look at tournaments in a future Pack, exploring how they are run and organised.

► COMPETITIVE GAMES

Tournaments can attract large groups of enthusiastic gamers.





Starting a Gaming Club

You may find that there are no suitable clubs in your area. In this case, you could have a go at setting one up yourself. It can take a bit of effort, but is well worth it.

If there are no gaming clubs in your area, you might want to start one yourself. Setting up a gaming club can be an exciting challenge, drawing upon your hobby abilities and organisational skills. When you start a gaming club, it can be as big or small as you want. For instance, you might only want to form a club that includes a few friends getting together regularly to paint miniatures and play games. Alternatively, you may decide that you want to create a larger club, possibly running it at your school or local library. Larger clubs can include a wide range of members and activities and require a certain amount of organisation and upkeep. Here, we discuss some of the things you will need to consider when running a club.



◀ GETTING STARTED

A couple of friends and a place to play is all you need to start a club.



▶ SCHOOL CLUBS

Running a club at your school can be lots of fun for you and your friends.

Finding a Venue

The first thing you will need to decide upon is where your gaming club will be held. A small club can be run from your home or garage. However, if your club is going to have more than just a few people, you will need a bigger venue. Your school or local library are good places to find these kinds of facilities. If you ask your head teacher or librarian they will be able to tell you if they have room available for your club. Once you have a place to meet, you will need to decide when and how often your club will get together. Weekends and evenings are most common, as most people have this time free. However, as long as it is convenient for the people involved, then it can be whenever you choose.

Finding Members

If you are starting a larger gaming club then you will need to let people know about it. If your club is run at your school or library then, with permission, you can put up notices advertising it. The Games Workshop website hosts a register of gaming clubs, which you can subscribe to. However, the best way to let people know about your club is through word of mouth, telling your friends and getting each new member to tell theirs as well.

'Until our next meeting!'

GANDALF™



► MAKING IT WORK

Running a gaming club might involve a little paperwork.



Running the Club

As with any kind of club, there will be a certain amount of logistics involved in its running, such as organising the venue, contacting the members about any changes to the time or meeting place and possibly supervising tables and terrain. For a small club this will not be too much of a problem, as a single person should be able to organise the venue and anything else that needs to be taken care of. However, in the case of larger clubs you might need some help. If you are running your club through your school or library then these places will probably have staff that will be able to lend some assistance. Otherwise, it can be a good idea to get some of the members to become more involved in helping to run the club.

TOP TIP

When running a larger gaming club, don't take on all the responsibility yourself. If you do all the work, you may spend more time organising than you do playing. Spreading the work between a few different people will allow you to play games and enjoy the hobby yourself, which is, after all, the reason you started the club in the first place!





Assassinate the Steward!

In addition to engaging in all-out war, the forces of Evil may have also used more underhanded tactics in pursuit of their aims. In this Battle Game, we present you with a scenario in which Sauron's assassins attack Denethor within Minas Tirith.



Inspired by Pack 51's *Playing the Game*, this Battle Game uses a number of unique scenario rules to modify how the game works, and more accurately represent the situation we have chosen.

In this Battle Game, we present a scenario for playing out what might have happened if Sauron's agents had managed to infiltrate Minas Tirith and disguise themselves, with the intention of assassinating Denethor. As the assassins are revealed, fighting breaks out in the Fountain Court, with loyal Warriors of Minas Tirith attempting to protect the Steward, their task made harder by the fact that it is near impossible to distinguish friend from foe.

◀ STEWARD UNDER ATTACK

Denethor's fragile mind crumbles as his warriors turn on him.

THE COMBATANTS

For this Battle Game, you will need Denethor and ten Warriors of Minas Tirith – four armed with swords and shields and six with spears and shields. The Warriors will be used to represent the forces of both the Good player and Evil player.

► EVIL IN DISGUISE

In this game, the Evil player will need to use Warriors of Minas Tirith to represent Sauron's assassins.



▲ PLAGUED BY MADNESS

A metal Denethor miniature is included with this Pack of Battle Games in Middle-earth.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Denethor	5/-	4	5	2	2	5	14cm/6"	0	3	0
Warrior of Minas Tirith	3/-	3	6	1	1	3	14cm/6"	-	-	-
Evil Assassin	3/-	3	6	1	1	3	14cm/6"	-	-	-

The Gaming Area

This game takes place on a 60cm/24" square board. Set up the Fountain Court scenery from this Pack's Modelling Workshop around the board, with the fountain in the centre. If you wish, you could add any additional scenery you have, such as small trees or statues.

Starting Positions

Denethor begins the game standing by the fountain as shown. All the Warriors of Minas Tirith, regardless of which player controls them, are set up at the start of the game as described in the Secret Deployment special scenario rule on page 12.



◀ FOUNTAIN COURT SCENERY

The intact statue from the plastic ruins included with Pack 54 makes a suitable piece of additional scenery for the Fountain Court.

WINNING THE GAME

- For the Good player to win, all the would-be assassins must be slain.
- The Evil player wins if Denethor is killed.



Special Scenario Rules

Disguised Assassins

In this Battle Game, the Warriors of Minas Tirith models are used to represent the Guards loyal to Gondor as well as Sauron's Assassins. Two of the sword-armed Warriors and three with spears are actually agents of Sauron in disguise, and only the Evil player should initially know which is which. As such, it is necessary to mark the models so that it is possible to distinguish them from one another, but without this being apparent to the Good player. The best way to keep track of which models are Guards and which are Assassins is for the Evil player to mark the underside of his models' bases, in secret, before deployment. If you use something that can be easily removed and reattached, you can transfer it to the top of the base once an Assassin has been revealed. If you don't have access to anything suitable, just mark the bottom of the bases with paint and take a look if you forget who controls which models during the game.



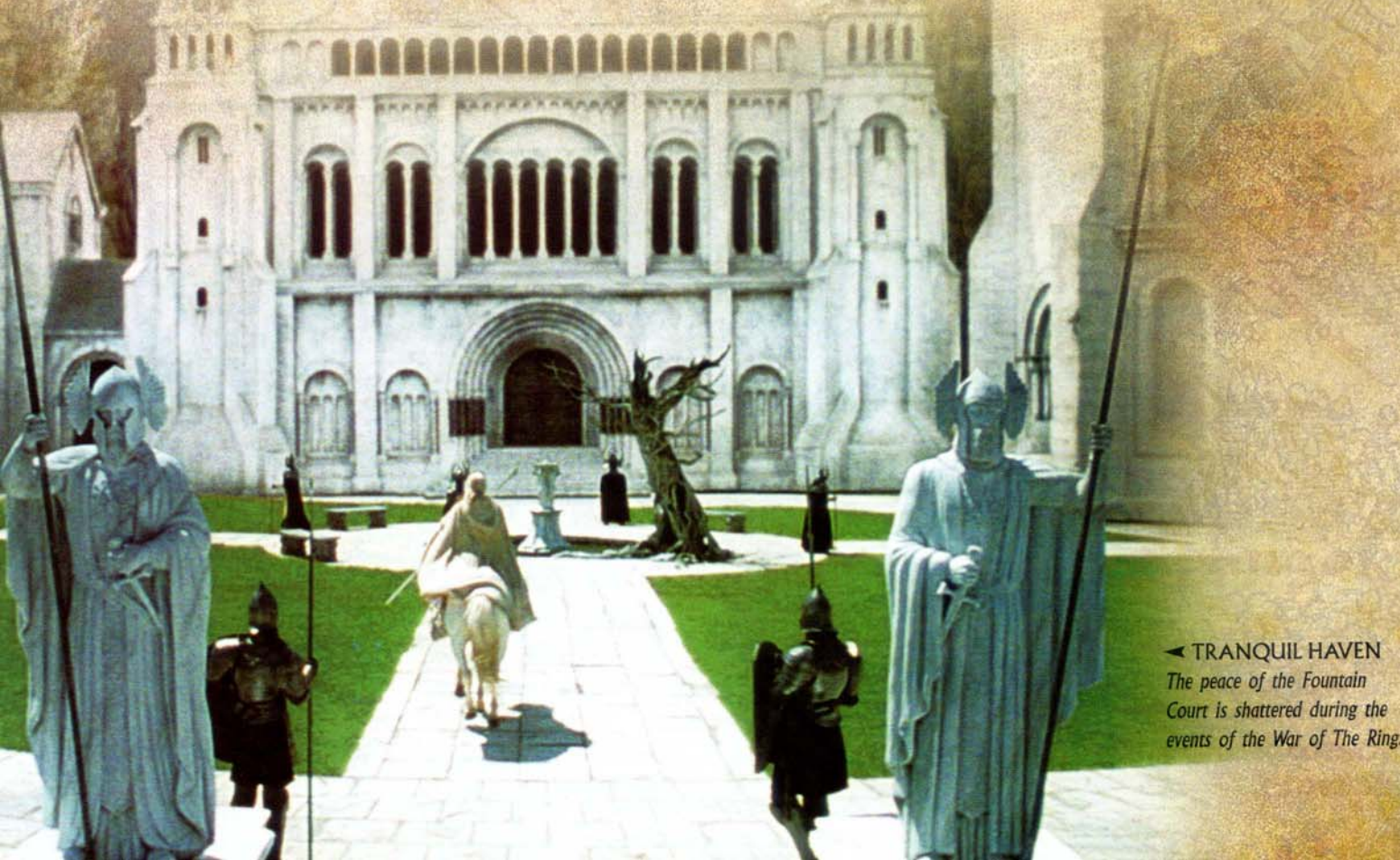
◀ SECRET MARKING

A small blob of plasticine or putty is ideal for marking the underside of the Evil models' bases.



▶ EVIL REVEALED

Once the Assassin is revealed by the Evil player, attach the putty to the top of its base, so both players can see it.



◀ TRANQUIL HAVEN

The peace of the Fountain Court is shattered during the events of the War of The Ring.



► DEFENSIVE LINE?

At the start of the game, only the Evil player will know whether the Warriors stand poised to defend or attack the Steward.



Disguised Assassins

Once the Evil Player has marked his Assassins, he should take all the Warriors, both Good and Evil, and divide them into at least three groups. These may contain whatever mix of Guards and Assassins the Evil player likes, but this should be kept secret from the Good player. After Denethor has been deployed, the two players should alternate placing the groups of models anywhere they like on the board, starting with the Good player, until all the Warriors are deployed. No model may be deployed within 2cm/1" of another, and all the Warriors should be more than 14cm/6" from Denethor.

Assassins Revealed

In order to assume full control of his Assassins, the Evil player must reveal them. To do this, the Evil Player simply needs to declare that a Warrior he has secretly marked is a disguised Assassin. The Evil player should then mark the Assassin in such a way that the Good player will be able to distinguish it from the other models. Assassins may be revealed at the start of any of either player's phases during a turn. The Evil player may reveal as many or as few Assassins as they like at the same time.



◀ LONE ASSASSIN

Early in the game, the Evil player reveals just one Assassin (a), choosing to keep the others disguised until later turns.



Until an Assassin is revealed, they are subject to the rules for Controlling Movement and Charges as described below. Once revealed, the model is treated as an Evil warrior in all respects. If the Evil player reveals an assassin and the model has already been moved by the Good player, that model may not move again in the same turn.

◀ BIDDING HIS TIME

The Good player has already moved Warrior (a) so the Evil player chooses not to reveal him as an Assassin yet.

Controlling Movement

The movement of all the Warriors, both those loyal to Gondor and the disguised Assassins, depends on which player has Priority in any given turn. In the Move phase, the player with Priority may move up to half of the Warriors remaining in play, rounding up. Once they have done this, the other player may move any Warriors that have not already moved. The exceptions to this are any Warriors that have been revealed to be Assassins, as described above, which must always be moved by the Evil player.

► FRIEND OR FOE?

The Evil player moves three Warriors towards Denethor and the fountain. At this point, the Good player has no way of knowing the Warriors' allegiance.





Charges

Before any Assassins are revealed, neither player may declare any charges in the Move phase. Once the Guards realise that there are traitors in their midst, they become willing, although reluctant, to attack any colleagues they suspect of being servants of Evil. After the Evil player has revealed their first Assassin, the Good player may declare charges against any Warrior of Minas Tirith they suspect of being an Assassin, even if it hasn't been revealed as such. However, the Guards will be reluctant to attack what may be an innocent comrade, and must therefore first pass a Courage test. In the Fight phase, work out the combat as normal, with the Evil player rolling for the suspected Assassin. If either the suspected Assassin or the attacking Warrior is slain, the Evil player should reveal to the Good player if the Warrior was an Assassin or not. The Evil player may only declare charges using a Warrior that has been revealed as an assassin.

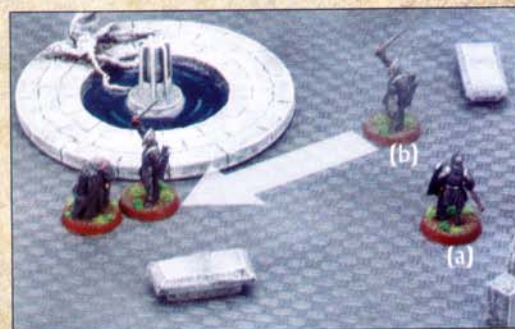


◀ HESITANT WARRIOR

The Good player wishes to charge Warrior (a), suspecting him to be an assassin. However, Warrior (b) fails his Courage test and therefore will not charge.

▶ EVIL UNMASKED!

In the Move phase, the Good player has moved Warrior (a), but not (b). The Evil player reveals that Warrior (b) is one of the Assassins, and charges Denethor.



The Madness of the Steward

At the start of the game, Denethor has yet to fully descend into the madness that threatens to take hold of him. For this reason, the Broken Mind special rule does not apply at the start of the game, meaning Denethor is entirely under the control of the Good Player. This remains the case until one of the Evil Assassins charges him for the first time. After this, Denethor becomes paranoid, no longer recognising friend

from foe, and the Broken Mind rule takes effect. If attacked by an Assassin when under the control of the Evil player, Denethor will fight to defend himself as normal.



◀ DEMENTED STEWARD

Having failed his Courage test, Denethor is moved by the Evil player to within charging distance of an Assassin.

◀ UNFLINCHING LOYALTY

The Guards of the Fountain Court are sworn to protect Gondor and its Steward.





GOOD TACTICS



◀ **TRAITORS LURED OUT**
Suspecting that Warriors (a) and (b) are Assassins, the Good player attempts to use the Steward as bait to reveal the traitors.

You begin this game with a fairly heavy disadvantage – your opponent knows which of the Warriors are actually Assassins, whereas you do not. For this reason, you should try to force your opponent to reveal their Assassins as quickly as possible. Although risky, one way of doing it is to use Denethor as bait.

► FORMIDABLE OPPONENT

Attacked by an Assassin, Denethor still stands a good chance of winning the resulting combat.



One thing you should remember in the course of this game is that Denethor is not simply a helpless victim – he is more than capable of holding his own against the Assassins, having a higher Fight value and Strength, along with 2 Wounds. However, bear in mind that if he is killed, you lose the game, so do not put him in situations where the enemy outnumber him, or rely too heavily on him to take out your opponent's Warriors.

EVIL TACTICS

It is in your best interests in this game to keep your Assassins hidden for as long as possible, allowing you to move them into a suitable position to attack the Steward. In addition, you may be able to goad him into attacking and killing his own men.

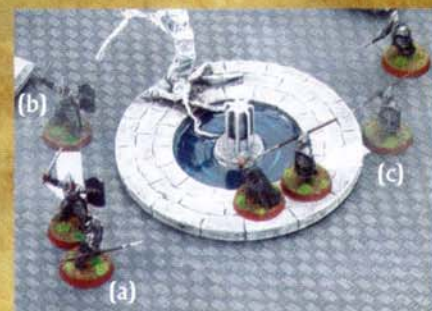
Something else you should carefully consider is when to reveal your Assassins to gain the upper hand. The advantage of having them revealed is that you gain full control of them, allowing you to always move them as you please. This can potentially be used to lure Good Warriors away from the Steward, as they move to eliminate the threat to their lord. The downside of this is that they lose their anonymity and are likely to be attacked, so try to use the order in which you reveal your Assassins to your own advantage.



◀ **EVIL TRICKERY**
Warrior (a), suspected of being an Assassin, is charged and killed by Warrior (b). The Evil player then reveals Warrior (a) to have been a loyal guard.

► DIVERSIONARY TACTICS

Assassin (a) is revealed at the start of the Good Move phase and charged by Warrior (b). In the Evil Move phase, the Evil player reveals Warrior (c) and charges Denethor.





Denethor™

Denethor is the ruling Steward of Gondor, an old and troubled man struggling with despair and growing madness. In this Painting Workshop we show you how to paint your Denethor figure in easy-to-follow steps.



Stooped and brooding, Denethor is a broken man, crushed beneath the weight of his own despair and deep paranoia. He has suffered the slow decline of his realm under the growing shadow of Mordor, witnessing the torment of his people and the defeat of his warriors. However, more than any of these things, it is the death of his son Boromir that has crushed his spirit. Slowly his sanity has been worn away, until he has become distrustful of even his closest allies and is prone to fits of madness and rage.

In this Painting Workshop we will show you how to paint your Denethor miniature using techniques from previous Packs of *Battle Games in Middle-earth*.

◀ TRAGIC FIGURE

Denethor's long black cloak and heavy chainmail coat reflect the Steward's dark mood and brooding madness.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
BOLTGUN METAL
CHAINMAIL

CODEX GREY
FORTRESS GREY
DWARF FLESH

BESTIAL BROWN
ELF FLESH
SKULL WHITE
SHINING GOLD



1 Dull Armour

You can create Denethor's dull metallic armour after undercoating the whole model black. First, mix a little Chaos Black with Boltgun Metal and apply this as a heavy dry-brush. Next, apply a lighter dry-brush of just Boltgun Metal before applying a light dry-brush of Chainmail. Finally, apply a wash of watered-down Chaos Black to tone down the brightness of the armour.



◀ Applying a wash of Chaos Black after the dry-brushing dulls down the final effect.

► Be careful to only apply a subtle dry-brush of Fortress Grey, as you do not want the grey to look too light.



2 Grey Fur

Denethor's robes have a distinctive fur lining. To paint this, first tidy up any areas where the dry-brushing from Step 1 has spilled over. Then, create a dark grey colour by mixing some Chaos Black with Codex Grey and paint this onto the fur. Next, dry-brush with Codex Grey, ensuring you don't stray onto the armour. Finish off by applying a very light dry-brush of Fortress Grey onto the edges of the fur.

3 Black Robes

Denethor's outer robe is painted in exactly the same way as Grima's outer robes from Pack 38's Painting Workshop. Apply progressively lighter layers of paint to the edges by mixing Codex Grey with Chaos Black.

► Keep adding lighter layers of grey highlights to the robe until you reach a final highlight you are happy with.



4 Wearied Face

Paint an even coat of Dwarf Flesh to the face and hands, then apply a wash of watered-down Bestial Brown. Re-set the Dwarf Flesh base colour and then finally add a highlight of Elf Flesh to all the raised areas.

► The features of Denethor's face are quite detailed. It can be rewarding to spend extra time and effort when painting these areas.



5 Stringy Hair

Denethor's grey hair reflects his world-weary age and worries. First, paint Codex Grey all over his hair. Next, carefully dry-brush Fortress Grey over the Codex Grey, then, apply a light dry-brush of Rotting Flesh, followed by an even lighter Skull White dry-brush. Once the hair is finished, you can paint the last few details, such as his belt, with Chaos Black and his sword hilt Shining Gold.

► Be careful when dry-brushing Denethor's hair that you don't get any paint onto his face or the fur.



▲ Once based in the usual manner, Denethor is ready to lead the defence of Minas Tirith to victory or damnation.



The Fountain Court

At the heart of Minas Tirith lies the Fountain Court, in which stands the White Tree of Gondor. In this Pack's Modelling Workshop, we will be showing you how to build this important part of the White City for use in your Battle Games.



The Fountain Court is situated outside the Hall of the Stewards upon the top level of Minas Tirith. Next to the fountain is the White Tree, planted there by Elendil when he founded Minas Tirith, which remains a symbol of Gondor's defiance in the face of the threat posed by Mordor.

Here, we will show you how to construct the fountain and the White Tree, paying particular attention to creating a convincing water effect for the pool. In addition, we will look at making small pieces of terrain which can be used in conjunction with the fountain to form a centrepiece for any games based in the city of Minas Tirith, such as that featured in this Pack's Battle Game.

◀ HEART OF THE WHITE CITY

The forces of Good attempt to hold off the hordes of Mordor pouring into the Fountain Court.

YOU WILL NEED

Modelling Essentials

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

FOAM CARD
COMPACT DISC
PAIR OF COMPASSES
GARDENING WIRE
MASKING TAPE
CARDBOARD

SPARE ROUND MINIATURE BASE
LARGE FELT-TIPPED MARKER
CHAOS BLACK, CODEX GREY,
BLEACHED BONE, SKULL WHITE,
GRAVEYARD EARTH, CATACHAN
GREEN, FORTRESS GREY,
SCALY GREEN AND
REGAL BLUE ACRYLIC PAINTS.



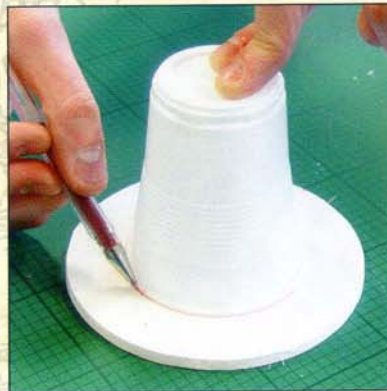
1 The Fountain Base

The basic structure of the model is constructed from a ring of foam card on top of a circular base. A compact disc is an ideal size and shape for the base. Alternatively, you can use a piece of thick card cut to the appropriate size. Begin by drawing around the base onto a sheet of foam card, then cut out the resulting circular shape with a craft knife. Using a pair of compasses, draw a smaller circle inside the original shape and cut this out. The resulting ring should be wide enough for a figure to stand on. Once you have your ring of foam card, glue it on top of the base.



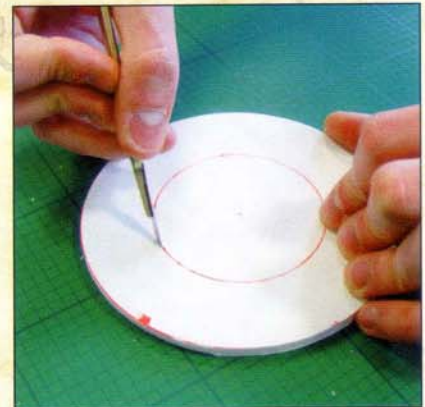
◀ WIDTH GUIDE

It's a good idea to have a miniature to hand to check the size of your foam card shape.



◀ ROUND TEMPLATE

If you don't have a pair of compasses readily available, you can use a suitably sized round object to draw the circle instead.



TOP TIP

To make the base of the fountain, you can use an old, unwanted music CD or alternatively, one of the promotional CDs that come free in the post or with newspapers.

▶ CAREFUL CUTTING

A degree of patience is required to achieve a smooth, circular shape.

2 The White Tree

The tree next to the fountain can be constructed in a similar manner to those you have made in previous Packs' Modelling Workshops, before being attached to the base. Make the trunk out of twisted gardening wire, with smaller strands of wire protruding at the top and bottom to form the branches and roots. Once you have the basic shape of the tree, wrap it tightly in strips of masking tape. Next, glue the bottom of the tree onto the base and bend the roots so they hang over the edges of the walkway into the fountain.



▶ CREATING THE BARK

Wrapping the masking tape tightly around the wire will give the tree a gnarled, ancient appearance.

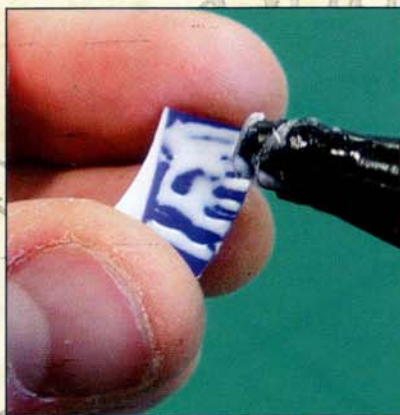


▲ BASIC SHAPE

With the tree and base complete, the fountain is beginning to take form.

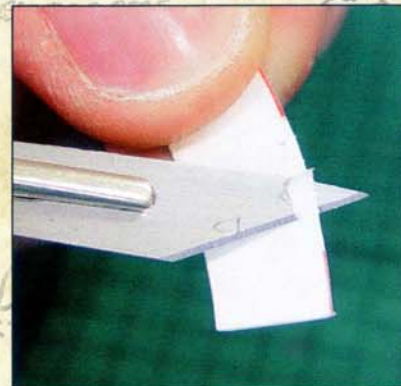
3 Flagstones

The flagstones surrounding the fountain are made from sections of cardboard stuck on top of the foam card walkway. To make these the right shape and size, draw and cut out a ring of card the same size as the ring of foam card you made for the base. Cut this into three rings of equal width, then cut each ring into smaller 'bricks'. Glue these across the top of the foam card base, trimming the flagstones to leave gaps where necessary for the roots of the tree. If you wish, you can give the flagstones a weathered appearance by shaving down the edges, as with those in Pack 36's Modelling Workshop. Glue sand onto the areas where there are no flagstones around the tree roots to give the appearance of exposed earth.



CAREFUL GLUING

Use as little glue as possible to attach the flagstones, so it doesn't squeeze out of the sides.



MINOR WEATHERING

The Fountain Court has been well-maintained, so don't make the flagstones look too damaged.

PLINTH CONSTRUCTION

A circle of card covers up the slot in the base.



4 The Fountain Centre

The fountain itself is simply a small raised structure in the centre of the pool. To make the base of the fountain, use a spare miniature base, with a circle of card glued to the top to cover the slot. For the column of the fountain, you can use any suitably shaped object glued on top of the base. Here, we have used the cap from a large, felt-tipped pen that has run out of ink.

RECAP

Different Types of Glue

When building models, you will often have to glue two pieces of different materials together. Depending on the materials, you will need to use different types of glue. For materials such as card and wood, PVA glue tends to be most suitable, whereas superglue tends to be more suited to the likes of plastic and metal.

SUITABLE GLUE

To attach the fountain to the base, you will need to use superglue.



FINISHED CONSTRUCTION

All that remains now is to paint the fountain and tree.

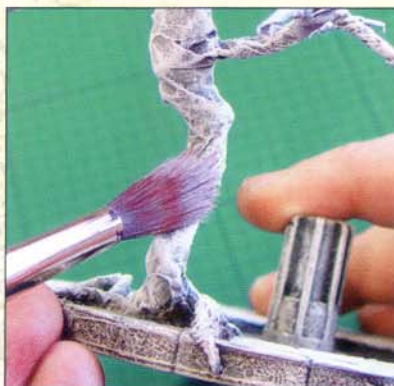


5 Painting the Fountain

Begin by painting the tree, fountain centre and flagstones with textured paint and undercoating it either with Chaos Black paint or spray. The flagstones surrounding the pool can be painted in the same way as your Gondorian terrain from previous Packs, applying progressively lighter dry-brushes with Codex Grey, Bleached Bone and Skull White. To paint the White Tree, begin by applying a heavy dry-brush using a mix of equal parts Catachan Green and Graveyard Earth. Add increasing amounts of Fortress Grey to a further series of dry-brushes. Once you reach a dry-brush of pure Fortress Grey, apply a final dry-brush with Skull White. Paint the pool with a mix of equal parts Chaos Black, Regal Blue and Scaly Green, adding white to the mix to create the appearance of ripples in the pool.

► DRY-BRUSHED STONE

Painting the stone and tree before the water means you don't run the risk of your dry-brushing overlapping onto the pool.



◀ SUBTLE COLOUR

Although the overall appearance of the tree will be white, the greenish-brown base colour will show through, distinguishing it from the colour of the surrounding stone.



▲ GLOSS LAYER

Pouring the varnish rather than brushing it on will result in the surface of the pool having a smoother appearance.

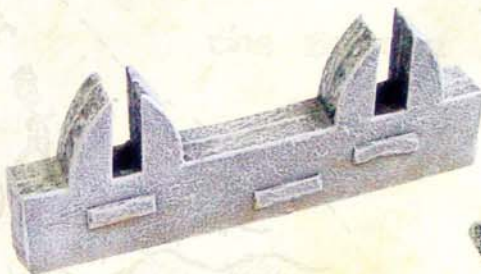
◀ FOUNTAIN OF THE WHITE TREE

Your fountain is now ready for the tabletop.



► CRENELLATED WALLS

Crenellations matching those of the Minas Tirith battlements give these walls a Gondorian style.



◀ STONE BENCH

This bench was made from two strips of foam card, stuck one on top of the other. The edges were roughly trimmed down to represent the stone having worn.

6 Water Effects

Careful use of gloss varnish can be used to give the water of the fountain pool a realistic appearance and create the impression of depth. To do this effectively, you will need to apply the varnish in several thin layers, otherwise the varnish will only dry on the surface, resulting in a cloudy appearance. First make sure that the painted surface is free of any dust or loose grains of sand. Next, pour gloss varnish in a thin layer onto the surface of the pool. Wait for this to dry fully before applying the next layer. Repeat this process as many times as you like – the more layers you use, the deeper the water of the pool will appear. To complete the model, paint gloss varnish into the recesses of the centre of the fountain, to represent water flowing down it.

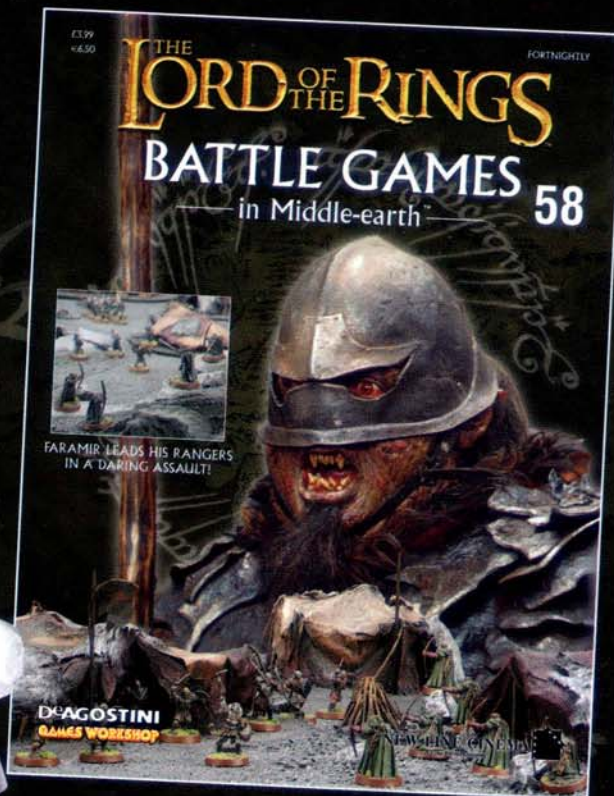
7 Additional Details

To accompany your Fountain model, you can, if you wish, build some small scenery pieces to place around it, to represent the Fountain Court. Items such as walls, and benches are quick and easy to construct, and will provide obstacles and cover for warriors in your games.

IN YOUR NEXT GAMING PACK...

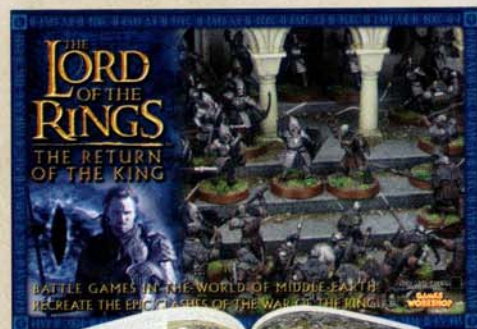
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