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Guide to Middle-earth™ 1

Learn about the Dunlendings' burning hatred for the people of Rohan and their hunger for revenge against the Horse-lords.



Playing the Game 2-7

Continuing 'The Lord of The Rings' campaign, following the battles and adventures of *The Two Towers*, allowing you to re-enact the quest to free Middle-earth.



Battle Game 8-13

In the second part of our map-based Campaign Report, we follow the fortunes of our four gamers as they conclude their battle for Middle-earth.



Painting Workshop 14-15

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Modelling Workshop 16-21

Create the crude and rough dwellings of the Dunlendings for use in your Battle Games.

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The Wild Men

To the west of Rohan lives the race of evil Men known as the Dunlendings. Descended from the wild hill men of Eriador, these savage warriors have long been the sworn enemies of the Rohirrim, envious of the Horse-lords' wealth, power and lands.

'We will fight for you...

*We will die
for Saurman!'*

WILD MAN OF DUNLAND™

For centuries, the Wild Men of Dunland have dwelt in the shadows of the Misty Mountains on the borders of Rohan, raiding and terrorising the villages of the Horse-lords. The Dunlendings have never proved a significant threat to the Kingdom of Rohan, and the Rohirrim have contented themselves with keeping them at bay through strength of arms and superior military tactics. However, with the rise to power of Saruman, the White Wizard has enlisted the Wild Men in his war against Rohan. Easily manipulated into doing Saruman's bidding, the Dunlendings flood into the Westfold alongside the Wizard's own Uruk-hai warriors, burning and killing all in their path in their unabated thirst for revenge.

In this Pack's Playing the Game, we continue 'The Lord of The Rings' campaign first detailed in Packs 59–61. This campaign allows you to continue the journey of your chosen Fellowship and follow their exploits to places such as Osgiliath and Helms Deep. In the Battle Game, you will discover the exciting conclusion to our 'Battle for Middle-earth' map campaign, as the war moves into its final stages. In the Painting Workshop, we introduce advanced techniques for preparing and painting your horse models, while in the Modelling Workshop, we present a step-by-step guide to building Dunlending hovels for use in your Battle Games.



▶ ANGRY MOB

The Dunlendings' hatred of Rohan allows Saruman to easily turn their anger toward his own ends.





The Two Towers™

After the breaking of The Fellowship, fate leads the surviving members down a number of different paths. Continuing 'The Lord of the Rings' campaign, we look at how you can follow the ongoing quest to free Middle-earth from the clutches of Sauron.



As the Ringbearer and his companion set off for Mordor alone, the remaining members of The Fellowship pursue their kidnapped friends into the lands of Rohan. This journey leads them into the midst of an escalating conflict between Rohan and Isengard, where they will have their chance to turn the tide of the war. Meanwhile, the Ringbearer discovers that the closer to Mordor he draws, the greater the danger grows.

Following the map-based campaign featured in Pack 66, we return to a narrative campaign style, continuing 'The Lord of the Rings' campaign which began in Packs 59–62. Again, the outcome of each game you play in the campaign will have an impact on the next, determining whether the forces of Good will succeed or fail in their quest.

◀ ARDUOUS JOURNEY

The Ringbearer's true journey has just begun.

RECAP

The Fellowship of The Ring

This Pack sees the return of 'The Lord of the Rings' campaign, following on from 'The Fellowship of The Ring' section from Packs 59–62. Just as with the previous part of the campaign, it is possible to play 'The Two Towers' section by itself. However, it has been designed to allow you to continue the journey of your Heroes. If you do wish to play this section as a standalone campaign, you may still use your own Fellowship, chosen using the rules from Pack 60's Playing the Game.



◀ THE ADVENTURE CONTINUES

In The Two Towers, the Heroes must face new challenges and even deadlier perils.



CAMPAIGN SPECIAL RULES

Death of a Hero

As with 'The Fellowship of The Ring' part of the campaign, 'The Two Towers' section uses the 'Death of a Hero' table presented in Pack 59. Remember that the 'Death of a Hero' rules apply to any Hero on either the Good or Evil side, and if a Hero is killed they can no longer be used in the campaign. In addition, 'The Two Towers' section sees the introduction of Gollum. Capable of acts of both good and evil, his presence can potentially have a dramatic impact upon the outcome of the Ringbearer's quest. Gollum also has the effect of keeping the Ringbearer alive – at least until he can claim 'the precious' – and, as such, as long as Gollum lives, the Ringbearer does not have to roll on the 'Death of a Hero' table if he is killed in a Battle Game.



◀ TREACHEROUS COMPANION

Gollum leads the Ringbearer to Mordor but cannot be trusted.

VICTORY POINT CHART

POINTS	RESULT
3	Each Battle Game won
1	Each Battle Game drawn
2	Each enemy Hero slain in the Battle Game (Heroes do not need to roll a 1 on the 'Death of a Hero' table to count as slain in this instance)
Special	Bonus Objectives (Where applicable, these are detailed in the individual scenarios)

Victory Points

'The Two Towers' campaign deals with many mighty battles, and reveals for the first time the extent of the turmoil sweeping across Middle-earth. To represent this terrible conflict between the Free Peoples and the armies of evil, every scenario in this section of the campaign will contribute Victory Points to either the Good or Evil forces. The number of Victory Points each side earns during a Battle Game can be calculated using the Victory Point chart. The effects of these Victory Points are detailed below.

The Results

As before, each scenario in this section of the campaign has a Result chart, telling you how the campaign will continue depending on the outcome of that scenario. In 'The Two Towers' campaign, this will be decided using the number of Victory Points each player has accrued from previous games. Therefore it is important that both players keep a running tally of these points, which they can update after each game. These Victory Points will also determine whether, at the end of the campaign section, the Kingdom of Rohan stands or falls, determining the winner of 'The Two Towers' campaign. In addition, even if Rohan survives, Isengard may not be defeated – instead influencing the events of 'The Return of the King' campaign section, presented in future packs of *Battle Games in Middle-earth*.

WINNING THE CAMPAIGN

- The Good side wins if the Ringbearer reaches the end of the campaign section without dying *and* the Kingdom of Rohan has not fallen.
- The Evil side wins if *either* Rohan falls or, at any stage, the Ringbearer is killed (due to rolling a 1 on the 'Death of a Hero' table).



Mount Gundabad

Ambush in Ithilien™

Throughout the lands of Middle-earth, groups of Orcs and evil Men march towards Mordor, intent on joining the armies of the Dark Lord. However, the Rangers of Gondor are a constant thorn in their side, launching attacks with no warning.



As the forces of Evil make their way towards the Black Gate, where Sauron is amassing troops for an all-out attack on the Free Peoples, the Rangers of Gondor seek to deplete the enemy's numbers by ambushing them as they travel. If the Rangers can wipe out the Orcs passing through Ithilien, then the area around the Forbidden Pool – the Rangers' secret hideout – will be temporarily free of enemy troops, clearing the way for the Ringbearer to pass.

◀ STEALTH TACTICS

The Rangers of Gondor make up for their lack of numbers by attacking with speed and precision.

Playing the Battle Game

'The Two Towers' section of the campaign begins with the 'Ambush in Ithilien' Battle Game, as detailed in Pack 26. The Combatants for this scenario are used as presented. However, if Faramir was chosen as a member of The Fellowship, then he will be replaced in this Battle Game by a Ranger Captain.

RESULT

- Regardless of who scores the most Victory Points, play 'The Forbidden Pool' Battle Game next. However, if the Evil player wins this game, then he will have more warriors in his force in the next game.





The Forbidden Pool

After the capture of the Ringbearer and his travelling companions by the Gondorian Rangers, they are taken to the Rangers' base of operations for interrogation. However, they are interrupted as the vile Orcs of Mordor launch an attack.



After capturing the Ringbearer and his companions roaming in Ithilien, they take them to their caves concealed by the Forbidden Pool. However, before they can decide what to do with them the caves are attacked by the forces of Mordor. Now the Rangers and the Ringbearer must escape and flee to the nearby safety of the Osgiliath garrison.

◀ CONCEALED HIDEOUT

The Rangers will fight ferociously to defend the Forbidden Pool from intruders.

Playing the Battle Game

'The Forbidden Pool' Battle Game was presented in Pack 63. If the Evil player currently has the most Victory Points, then he may add 12 Orc Warriors and an Orc Standard Bearer to his force, which he will set up as normal with his other models. In addition, if Faramir is part of The Fellowship, then he will be replaced by a Ranger Captain. Alternatively, if Boromir has not been included in The Fellowship, then he may take Faramir's place in the scenario. He will be equipped as presented in the Council of Elrond. Your Ringbearer and Companion will replace Frodo and Sam respectively.

RESULT

- If the Good player has the most Victory Points, he may choose to play either 'The Fords of Isen' or 'The Wrath of Rohan' scenario.
- If the Evil player has the most Victory Points, or the totals are tied, play 'The Fords of Isen' Battle Game.





The Fords of Isen™

During the first stages of Saruman's attack against Rohan, he sent a massive army of Orcs and Uruk-hai across the Isen. Riding out to meet them, a force of Riders – led by the King's son, Théodred – battled hard against a more numerous foe.



Intent on the conquest of Rohan, Saruman has amassed a mighty army of Orcs and Uruk-hai. After many weeks of raiding and pillaging outlying farms and villages, this evil force has finally made a bid to cross the Isen and invade the Westfold. Attempting to hold them back, Théodred leads a small force of Riders against them. However, outnumbered and surrounded, their chances of success are slim.

◀ TO THE DEATH!

With but a handful of men, Théodred valiantly tries to hold back the tide of Saruman's army.

Playing the Battle Game

'The Fords of Isen' scenario was presented in Pack 65. The Combatants for this scenario are used as presented there. However, if Éomer was chosen as a member of The Fellowship, then he will be replaced in this Battle Game by a Captain of Rohan mounted on a horse. In addition, if Théodred is killed during this scenario, he automatically counts as having rolled a 1 on the 'Death of a Hero' table.

RESULT

- Regardless of who has the most Victory Points after this Battle Game, play 'The Wrath of Rohan' next. If Théodred survived, then the Good player may use him in the next scenario.





The Wrath of Rohan™

While on patrol, a force of Rohirrim chance upon a small group of Isengard Uruk-hai and Orcs, and charge into the fray. Unknown to the Riders, their foes are holding a pair of valuable prisoners, now caught in the middle of a desperate battle.



Carrying their terrified Hobbit prisoners to Isengard, the envoy of Uruk-hai and Orcs come under attack by a deadly force of mounted Rohan warriors. During the confusion of the swirling melee, the Hobbits try to make their escape. However, the Uruk-hai have orders from Saruman himself, and are not about to let their valuable prize escape their clutches.

POWERFUL CHARGE

The Rohirrim charge into Saruman's warriors, showing no mercy.

Playing the Battle Game

'The Wrath of Rohan' was presented in Pack 18. If the Good player chose to play 'The Fords of Isen' and currently has the most Victory Points then he may include Théodred as part of his force. In addition, if Éomer has been chosen

as a member of The Fellowship then he will be replaced in this Battle Game by a Captain of Rohan mounted on a horse. Your Allies will replace Merry and Pippin in this scenario.

Bonus Objectives

- If the Allies escape into Fangorn, then the Good player receives 5 bonus Victory Points.
- If the Allies are killed or taken into Fangorn under guard, then the Evil player receives 3 bonus Victory Points.

RESULT

- Regardless of who has the most Victory points, go on to play the 'Message to Edoras' scenario next, detailed in Pack 68. Whoever has the most Victory Points will receive a bonus to their forces in the next game. If the points total is tied, then the Evil player will receive the bonus.

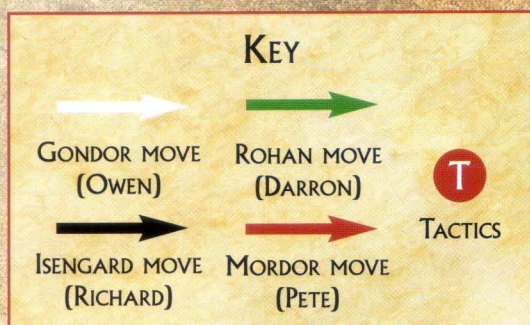


Battle for Middle-earth™ Turns 9-12

The fate of Middle-earth hangs in the balance, with the forces of Good beset on all sides. Find out who wins in this exciting campaign conclusion.

Campaign Report - Part 2

In the first part of the 'Battle for Middle-earth' map campaign presented in Pack 66 of *Battle Games in Middle-earth*, we followed the fortunes of Darron, Owen, Pete and Richard. Darron's Rohirrim suffered severe losses at the hands of Richard's expansionist Isengard forces and, after an initial setback fighting Pete's Mordor forces, Owen's Gondorians had begun to pull back some territories. In this concluding part, we shall find out who will win the ultimate victory.



Mighty Nations



i After capturing Isengard's only Strategic Point south of the Misty Mountains, Darron's Rohirrim continued to struggle against Richard's armies in the north. With only a few Strategic Points under his control, Darron had to spend time building up his treasury to muster a new army. Striking out, he stole a Strategic Point from Richard, only to see it re-taken next turn when Richard threw a much larger 600 point force against Darron's 300 points of Rohirrim. To prevent Darron from re-taking one of these territories, Richard left his large force lurking in the plains of Rohan.



Clash of Rivals

ii Confident that he could contain the threat from Rohan, Richard's Isengard horde set its sights on the lands of Mordor. Pushing his armies east, he engaged Pete's forces on the western banks of the Anduin, claiming the Strategic Points at the

Falls of Rauros and the Nindalf swamps. In response, Pete lifted the siege he had placed on Minas Tirith and moved his forces north to secure his territories on the east of the Anduin before mounting a counter offensive into the Emyrn Muil, with several large battles being fought around the vital crossing point over the river. With the two sides fairly evenly matched, both began to consolidate their positions.



Betrayal from Gondor

T Owen – 'With Pete moving the bulk of his armies north, I saw a chance to recover from some of my earlier misfortunes. However, once I'd claimed the Strategic Point in Ithilien, I found that there were no more free Strategic Points left on the map. Thinking about how I could win the campaign, I took the decision to break the non-aggression pact I had with Rohan and attack into western Gondor. Darron had left this region weakly defended, and I was able to take Erech with relative ease.'





Fires of War

Turns 13-15

With only a few turns remaining, the nations of Gondor and Isengard are in strong positions. However, both Darron and Pete still had their part to play in the campaign. Here, we discover who wins the 'Battle for Middle-earth' campaign.

The Rise of Saruman

i Saruman was locked in combat with his old master Sauron, with several pitched battles being fought in and around the falls of Rauros. The battles were all hard-fought, but, in the end, Richard won through, taking Rauros and moving onto the Emyr Muil. There, his expansion slowed as his armies got bogged down negotiating the difficult mountainous terrain. Instead, he moved down the other side of the Anduin and into the Nindalf swamps, taking another Strategic Point from Mordor. At this point, Richard was looking the strong favourite to win.



Desperate Struggle



T Darron – "With the campaign ending in a few turns, it looked unlikely that I'll be able to win from my current position. However, I could still affect the eventual outcome – but to do that I would have to change my tactics. I'd spotted a potential weakness in the way Richard chose his forces – he uses a lot of expensive models, which means his armies are relatively small compared to their high points totals. Since we were playing the 'Open War' scenario, I could swarm him with lots of cheaper warriors and only need to kill 11 of his models, whereas he'd have to kill 21 of mine to win – this tactic worked in the fight over the West Emnet and the Strategic Point became mine."



WILD MAN OF DUNLAND™



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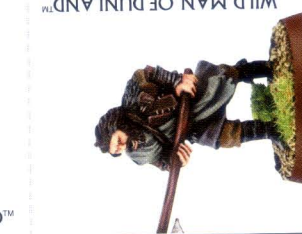
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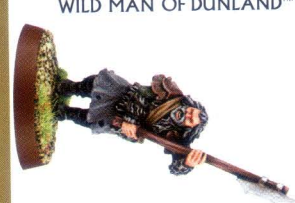
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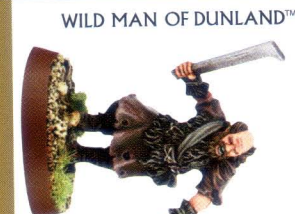
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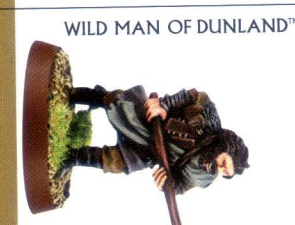
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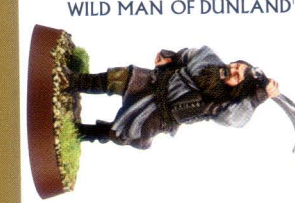
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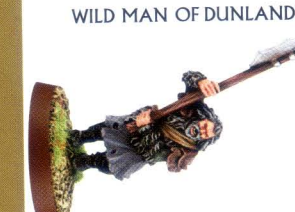
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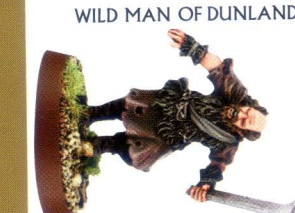
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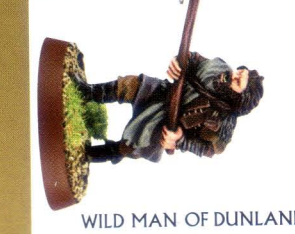
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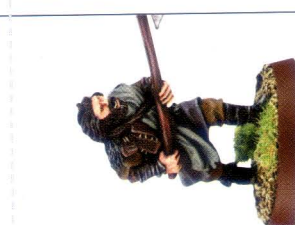
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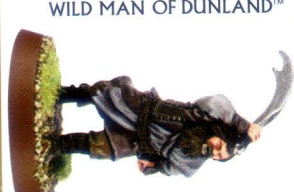
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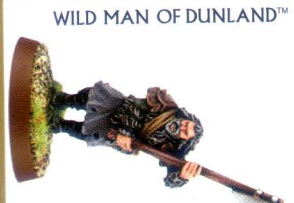
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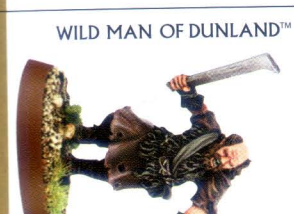
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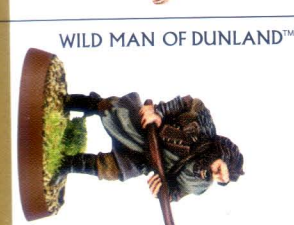
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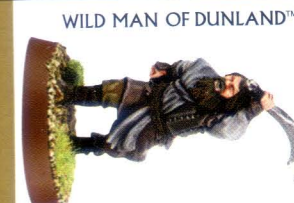
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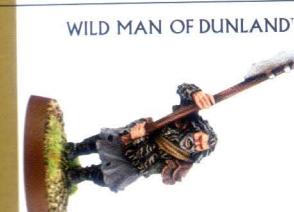
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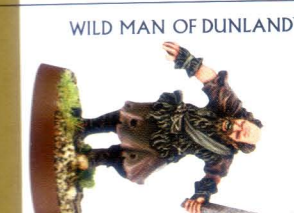
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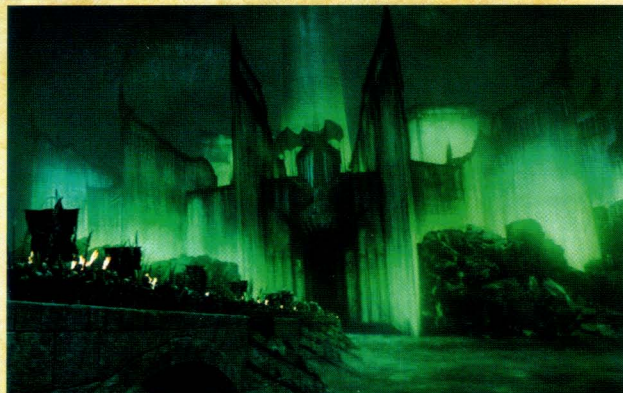
The Morgul Vale

ii Pete attacked Minas Morgul with a much larger force than Owen. They used a variation of the 'Break the Gates' Battle Game from Pack 56 for the scenario, and after a tremendous struggle, Pete finally won through – claiming Minas Morgul once again. Despite this, Owen's armies continued to expand – his

forces finally coming into contact with Richard's Isengard armies. However, in the last turn of the game, Rohan mounted a raid, taking Erech back from Gondor. This surprise move meant the winner of the campaign would be decided in a battle between Richard and Owen in the marshes of the Nindalf.



iii At this final stage of the campaign, Owen had nine Strategic Points and Richard had ten. If Owen could take the Nindalf from Richard then he would win, otherwise the victor would be Richard. As they both chose their forces and prepared for battle, Darron and Pete showed up to watch this important game. The opening moves saw Owen take an early lead as his cavalry charged into Richard's Orcs, but Saruman's magic started wreaking havoc among Owen's Heroes. In the end, it was a



The Final Battle



Warg charge that proved decisive. In a coordinated attack alongside Richard's Uruk-hai, they wiped out a substantial portion of Owen's warriors. Richard had successfully defended his territory, becoming the winner of the 'Battle for Middle-earth' campaign.



Conclusions

The gamers had spent several weeks playing through the 'Battle for Middle-earth' campaign. Here, each competitor reviews how the campaign went for them.

FINAL CAMPAIGN STANDINGS



RICHARD:
10 STRATEGIC
POINTS



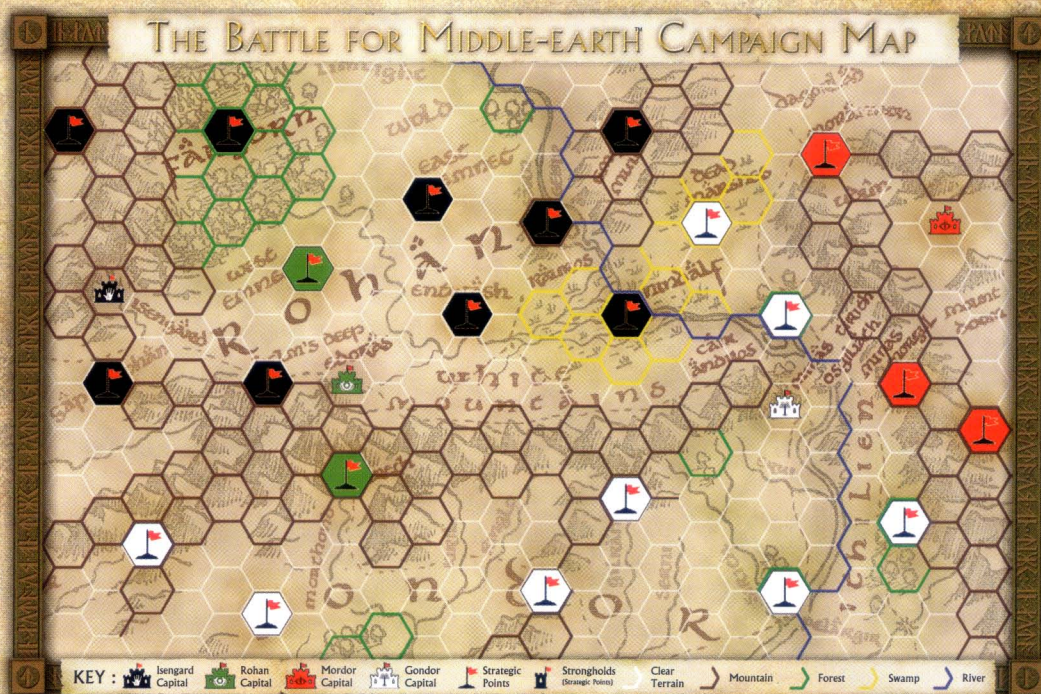
OWEN:
9 STRATEGIC
POINTS



PETE:
4 STRATEGIC
POINTS



DARRON:
3 STRATEGIC
POINTS



Richard – 'That was a great campaign and really challenging in parts. Everything went according to my initial plan and I was able to take the isolated Strategic Points

in the north and west of the map with comparative ease, especially with the bonus to my scouting rolls. After that, it was a slow and steady progression to all the other points in Rohan, generating some memorable games with Darron along the way. The difficult terrain slowed my expansion east and, despite my bonuses, I was unable to get an army across the Emyrn Muil. With the outcome of the entire campaign hanging in the balance, the last battle was one of the hardest and most entertaining games I've played. Owen put up a good fight, but in the end I managed to win through.'



▲ FINAL BATTLE

Saruman leads his forces in the final, decisive battle against the Warriors of Gondor in the Nindalf swamps.



Darron – 'I started the campaign fairly well, claiming most of the territories in Rohan for myself. However, an early mistake cost me the stronghold of Helm's Deep and, after that, Richard made his way through the rest of my

territories, one at a time. Even though I was losing the campaign, it still remained an interesting challenge for me – to see how far I could pull it back from just having the one territory. Owen's breaking of our pact caught me a bit by a surprise. I was, however, able to regain Erech in the later stages of the campaign and this made life a little bit more difficult for Owen, meaning that he needed a victory in his last game in order to win.'



▲ BITTER RIVALRY

Saruman led his armies against the beleaguered Rohirrim throughout the campaign.



► ASSAULT ON MINAS MORGUL

Pete's Mordor forces overwhelmed Owen's Gondorians to reclaim Minas Morgul.



Pete – 'Despite losing Minas Morgul to Gondor in the early turns, my expansions went quite well. The loss of Minas Morgul effectively blocked off my route south, so I concentrated on the northern pass out of Mordor, claiming all the territories north and east of the Anduin. I even managed to take back Minas

Morgul and lay siege to Minas Tirith. Fighting sieges in this campaign was really hard for the attacker. In a normal siege game, the defender's force is usually picked with far fewer points than the attacker, to compensate for the advantage of having the walls. However, that was not the case here. Despite this disadvantage, I still managed to take Minas Morgul from Owen by force.'



Owen – 'It all came down to the last game and I almost won! Playing this campaign was a lot of fun. One of the things I like best about this type of campaign is how you are able to recover from early setbacks and go on to be one of the main contenders. After my initial slow start, I was able to take territories from both Pete and Darron before coming into contact with Richard and his Isengard armies. What made life more difficult for me in the

last few turns were the successful raids by Pete into Minas Morgul and Darron into Erech. If I had kept control of these two Strategic Points, I would easily have won. Credit goes to Richard though, as he put up a good fight in the last game and deserved the win.'

► LIGHTNING RAID

Darron's Rohirrim take Erech from Owen at a key point in the campaign.





Horses of Middle-earth™

When painting and assembling mounted miniatures for use in your Battle Games, it is important to pay as much attention to the horse as to the rider. Here we examine a number of techniques to ensure you get the most out of your plastic horses.



As with the plastic Riders of Rohan included with your last Pack, there are a number of things you can do with your horses at the assembly stage in order to achieve impressive results. As well as the basic techniques for painting horses demonstrated in Pack 13, you will have painted a number of other mounted figures by now. By combining the information on patterning and coloration in previous Packs with the techniques you have learned over the course of subsequent Painting Workshops, you should be able to achieve a wide degree of variety in the appearance of your horses. Remember that as well as the horses of Rohan, all the techniques outlined here can be applied to any mounted models which use plastic horses, such as the Knights of Minas Tirith.

◀ MAJESTIC BEASTS

The Rohirrim are renowned for the high quality of the horses they breed.

PAINTING ESSENTIALS

In addition to the paints listed, you will also need the following extra materials:

PIN VICE AND DRILL BITS
PAPERCLIPS OR THIN WIRE
SUPERGLUE
CLIPPERS
ADHESIVE PUTTY
BROOM BRISTLES

PAINTS REQUIRED

CODEx GREY
GRAVEYARD EARTH
FORTRESS GREY
SCAB RED
SHINING GOLD

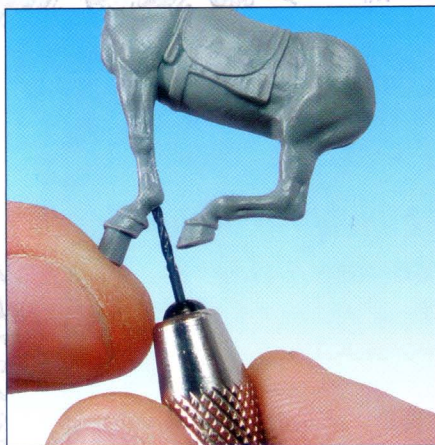


1 Assembling Horses

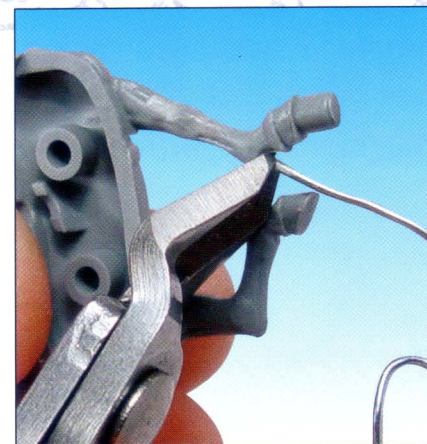
Because of the way the horse miniatures are posed, they each have only one hoof touching the ground. For this reason, you may find that the miniatures can get bent or snapped at the ankle due to accidents or frequent use on the tabletop. The best way to avoid this is to reinforce the leg that supports the miniature at the assembly stage. Using a pin vice and the narrowest drill bit you have, carefully drill a hole up the inside of the leg. Once you have done this, apply a little superglue to a piece of wire or paper clip and insert this into the hole you have drilled. Because there are several differently posed horse models, take a minute to identify the weakest point of the leg before you drill. This technique can also be used to repair existing horses if they break.

► You can use adhesive putty to fill any small gaps between the halves of the miniature.

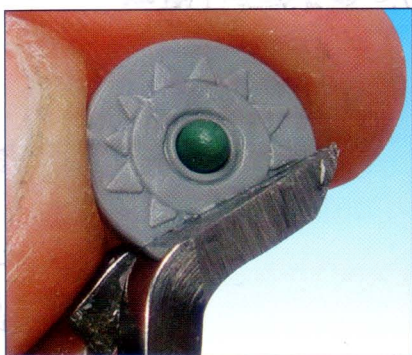
► Drill a hole in the plastic ruin for the peg on the horse's foot to slot into.



◀ Take care to angle the drill bit so that it runs as far up the inside of the leg as possible.



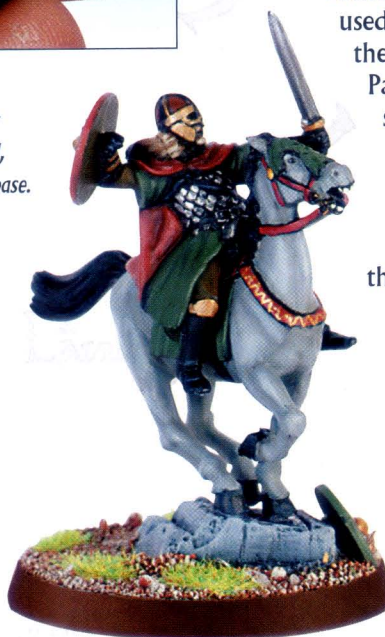
▲ Use clippers to remove any protruding wire after gluing it in place.



◀ A shield, cut at the bottom to look partially embedded in the ground, was also added to the base.

2 Base Details

The large bases of horse miniatures are ideal for adding an extra level of modelled detail, such as rocks, patches of long grass – made from broom bristles – or discarded weapons and equipment. For the mount of our converted Rohan Captain from last Pack's Painting Workshop, we have used a piece of ruined statue from the scenery sprue included with Pack 54, cut to an appropriate size, filed flat on the bottom and glued to the base. The horse was then positioned to give the model a more impressive appearance, with the rider directing a charge.



◀ The positioning of the horse and rider gives this Rohan Captain a dramatic appearance.

3 The Captain's Horse

The smooth gradation of highlights on the Captain's pale grey horse can be achieved through careful, patient layering. Begin with a base colour mixed from equal amounts Codex Grey and Graveyard Earth, then add increasing amounts of Fortress Grey for each layer. The reins were painted with Scab Red, and the detailing was picked out using Shining Gold and a fine brush. The rider was painted to match the Rohan Captain on foot from Pack 50 – his red cloak marking him out as a Hero.



Dunland™ Hovels

Dunland is a poor region of Middle-earth, just north of The Gap of Rohan. Its people are forced to eke out a desperate living from their barren land. In this Modelling Workshop, we will show you how to make the hovels the Dunlendings live in.



The Dunlendings have suffered defeat at the hands of the Rohirrim in the past and, through the lack of proper leadership, resources and culture, their society has degenerated. Bitter and jealous of their rivals and neighbours, the Dunlendings are forced to live in primitively constructed hovels, many of which are in poor states of repair.

Here, we show you how to make the wattle and daub hovels of the Dunlending homelands for use in your Battle Games. Drawing upon previous techniques, we look at how to make a sturdy building look delapidated, as if years of neglect and a lack of skilled craftsmen have allowed them to fall into disrepair.

◀ ENEMY CAMP

The Rohirrim discover that the Dunlendings are in league with Saruman.

YOU WILL NEED

Modelling Essentials

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

THICK CARD
SCISSORS
FOAM CARD
BALSA WOOD SHEET
COCKTAIL STICKS
THIN GARDEN WIRE

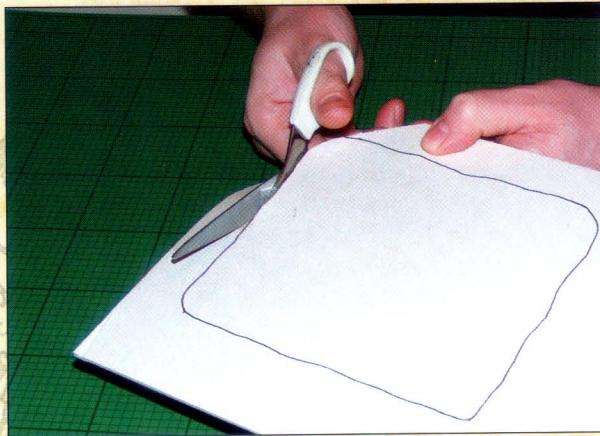
READY-MIXED
PLASTER FILLER
POLYSTYRENE
THICK SQUARE BALSA
WOOD ROD
THIN SQUARE BALSA
WOOD ROD
THICK CARTRIDGE
PAPER

THIN GARDEN CANE
GRAVEYARD EARTH,
KOMMANDO KHAKI,
BLEACHED BONE,
BESTIAL BROWN,
BROWN INK,
SCORCHED BROWN,
AND VERMIN BROWN
ACRYLIC PAINTS.



1 The Base

The base is made from a piece of thick card. First, draw onto the card the rough shape and size you want your hovel to be. Next, draw an area around this large enough to accommodate any extra details you may wish to add later, such as log piles, fences or walls. Finally, cut the base out and put it to one side, ready to attach the walls later on.

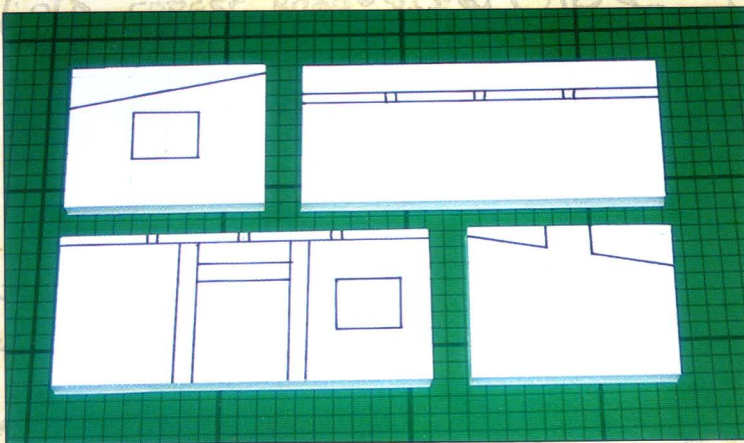


◀ SAFER CUT

If your card isn't too thick, scissors can be used instead of a knife to cut out the base.

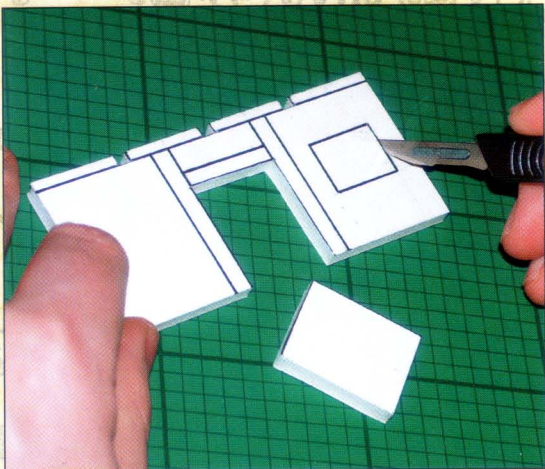
2 The Walls

The walls are made from strips of foam card glued together to form a basic box shape. The easiest way to make the walls is to cut a long strip of foam card about $1\frac{3}{4}$ "/4cm wide with a craft knife. Separate this strip into two 4"/10cm lengths for the front and rear walls and two 2"/5cm lengths for the sides. Onto these, mark where you want the door, window and timber frames to go. In order to create a sloping roof, make the rear wall about $\frac{1}{2}$ "/1cm shorter than the front and angle the side walls to accommodate this slope. To create a chimney, leave a small piece of foam card protruding up from a side wall.



▲ HOVEL WALLS

Once you have drawn on the details of your walls, you are ready to cut them out.

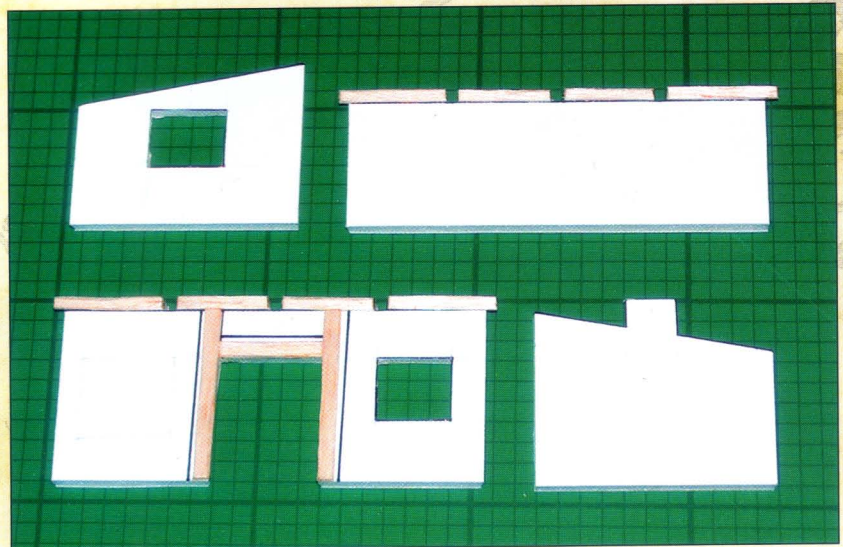


▲ DOOR SECTION

Keep the door section to one side, as it will be required again in Step 6.

► FINAL WALLS

Here you can see all the wall sections laid out with their balsa wood frames attached, ready to move on to Step 3.

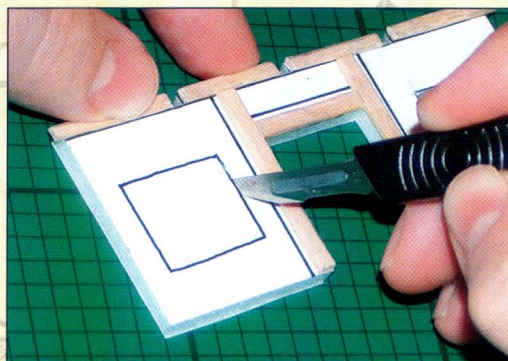


In a later step, sections of thin square balsa wood rod will be used to support the roof. The recesses where they will sit are cut out now. These recesses are in the tops of both the front and rear walls and should be large enough to accommodate the thick balsa wood rod. Once you have marked them, you can cut the details out. Keep the door section you cut away, as it will be used again later in Step 6. Finally, balsa wood can be added to form the timber frames around the door and across the top of the front and rear walls.

3 Damaged Walls

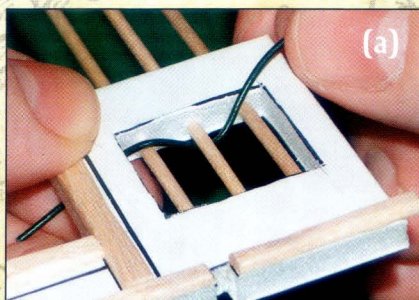
Many primitive dwellings, such as those of the Dunlendings, are made from a simple construction called wattle and daub. This is where flexible branches are woven around wooden stakes to create the wattle, which is then daubed in mud or clay to create walls. To represent the poor state of repair of the Dunlending homes, damaged sections of wall can be modelled with exposed sections of wattle. To create a damaged section of wall, start by cutting a large square from the wall where you want the damaged area to be. Even if you want your damage to be relatively small, it is a good idea to make the square hole large enough to accommodate three cocktail sticks with room to create a weave in-between. Insert the cocktail sticks through the foam at the bottom of the card so that they penetrate it, creating what look like prison bars in the square hole.

To create the wattle, you will need a long strip of thin garden wire or something similar, such as string. Thread the wire between the cocktail sticks – over the first, under the second and then back over the third (pic a). Thread the wire all the way around the final stick and back over the second stick, creating an alternate weave (pic b). Repeat this process, alternating the direction of every weave (pic c), until you have covered all of the damaged section with the woven wire.

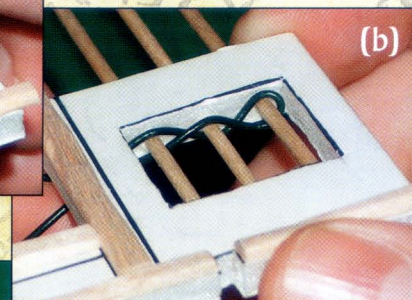


◀ DAMAGED SECTION

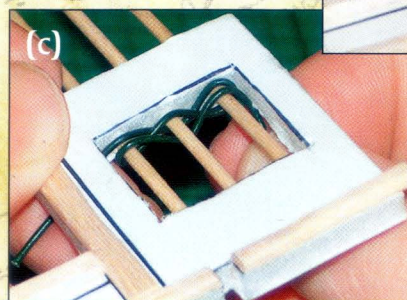
Carefully cut out the damaged section of wall with a craft knife.



(a)



(b)



(c)

◀ ▲ ALTERNATING WEAVE

In these three pictures, you can see how the weave alternates its direction as it progresses down the sticks.

4 The Daub

Once the wattle is complete, cut off the cocktail sticks protruding from the bottom of the wall. You can now apply the daub to complete the damaged section of wall. To prevent the hole from looking so obviously square, apply ready-mixed plaster filler around the edges so that the hole looks more natural. Finally, water down the plaster filler and apply it like a paint to the rest of your walls – this will help the damaged section blend in with the walls.

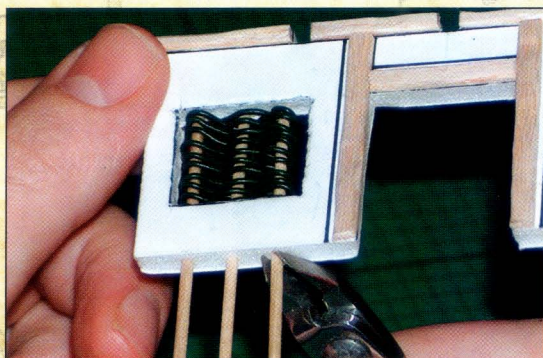


▲ ADDING DAUB

You may find that watering down the plaster filler improves the consistency for applying it over the wattle.

➤ REMOVE STICKS

Clippers are ideal for removing the ends of the cocktail sticks.





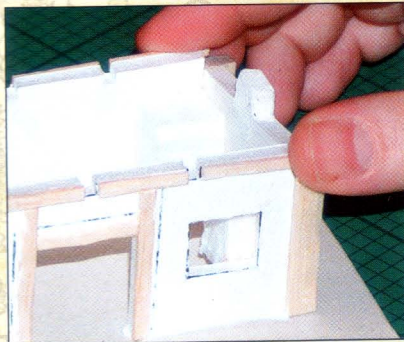
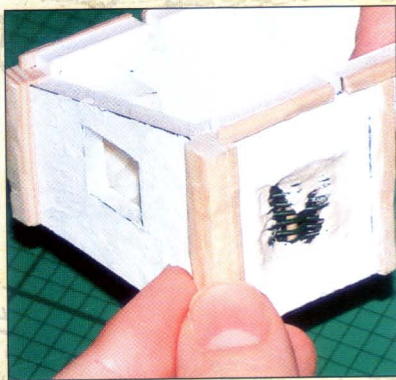
► CORNER SUPPORT

Sticking square pieces of polystyrene to the insides of corners is a good way to create the recesses for the wooden posts.



◀ WOODEN POSTS

The balsa wood rod should slide easily into the recess to create the wooden posts.



► MODEL BASE

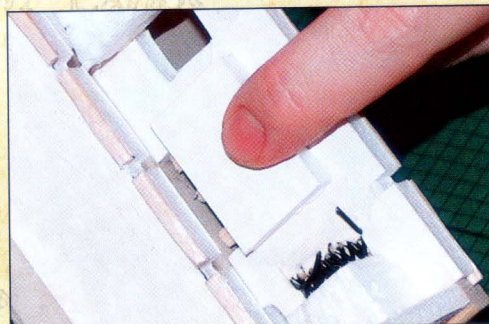
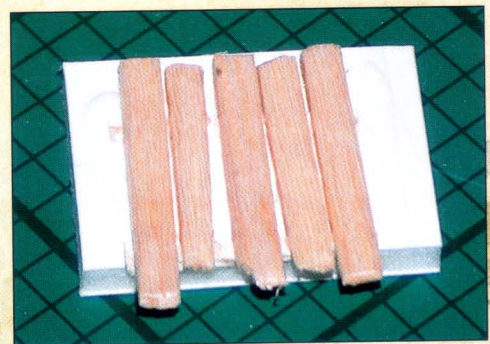
With the model added to the base, the details of the door and windows can be added.

6 Doors and Windows

To make a ramshackle door, start by cutting two dowels equal to the width of the doorway. These will be used as horizontal mounts for the balsa pieces that form the door. Next, cut several strips of balsa wood equal to the height of the doorway. Snapping these by hand instead of cutting them with a knife will create worn and broken edges. Glue these strips to the internal frame – don't worry if your planks are of different lengths as this adds to the ramshackle effect. Next, take the card section that was removed to create the door opening, turn it on its side and glue the balsa rod mount to the centre of the card. Finally, glue the foam card to the inside of the hovel. The shuttered windows can be made in a similar way, by cutting the strips of balsa slightly longer than the height of the window and sticking them directly onto the front wall. The hinges can be made from small pieces of paper and garden wire.

► DOORFRAME

The rough planks that form the door are made from balsa wood strips.



◀ FOAM CARD BACK

Here you can see how foam card is used to attach the door to the front wall.

5 Assemble the Walls

Once the plaster is dry, the walls are ready to be assembled. The walls are joined slightly differently to those in past Packs of Battle Games in Middle-earth. Instead of the walls being glued so that they are flush with one another to form the corners, here they are slightly recessed, forming a gap where the corner posts will go. The easiest way to achieve this effect is to use square pieces of polystyrene as corner supports. Glue them into the inside corners of the building. This allows you to glue the walls so that they don't quite meet up at the outer corners.

Once the walls are assembled in this manner, the corner posts can be added. The posts themselves are made from a thick balsa wood rod. The posts are cut to size and inserted into the corner recesses, completing the basic structure of the hovel. The model can now be stuck to the base. When placing the model on the base, remember to take into account any other details you intend to place on the base later, such as walls or fences.

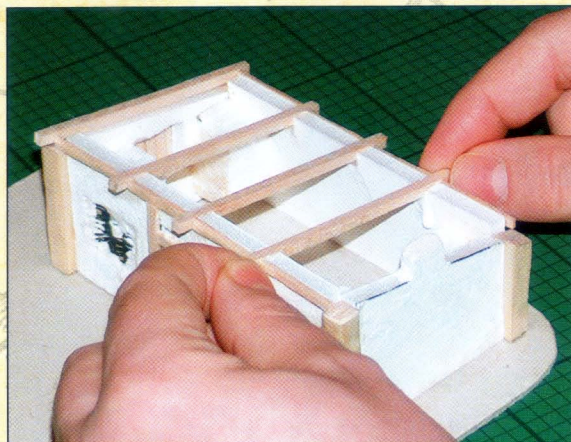


7 The Roof

The roof timbers are cut from a thin piece of square balsa wood rod. Cut each strip so that they are longer than the width of the house, allowing them to overhang at the front and rear. The roof itself is made from a single piece of paper. You may find that thick cartridge paper is best to use for this as other types may rip too easily. Tear the paper into a shape that is slightly larger than the roof area and then crumple it by scrunching it into a ball and flattening it out again. The aim is to make the roof look like it is made from natural hide.

► HIDDEN ROOF

Carefully use a brush to help the roof sag in the appropriate places.



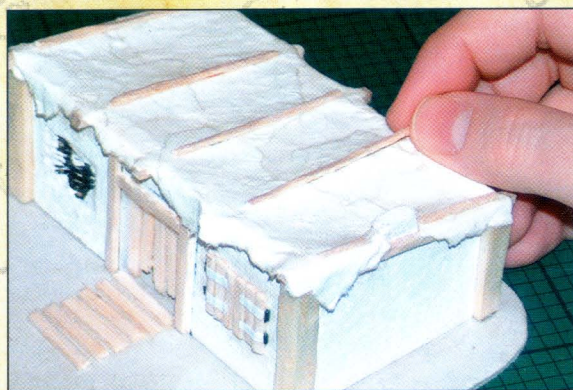
◀ ROOF TIMBER

These balsa wood strips will help support the roof.

Paint the paper with PVA glue and then place it onto the roof timbers. Carefully use a brush to encourage the roof to sag, but be as gentle as possible or the damp paper will rip. At this point you can add smaller pieces of paper, torn and crumpled in the same way, to represent animal skins. Once you have finished adding any other pieces of paper, leave the model to allow the PVA to dry. Once dry, cut some more strips of balsa wood, this time shorter than the width of the hovel, and glue these directly over the top of the roof timbers.

*'Take back the lands
they stole from you.
Burn every village!'*

SARUMAN™

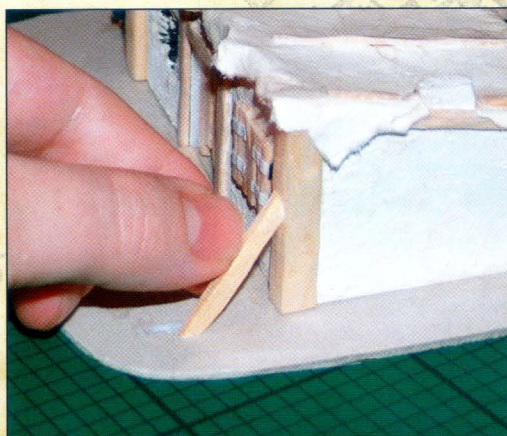


◀ WOODEN BATONS

These strips of balsa wood are used to represent the battens the Dunlendings use to hold their roofs down in bad weather.

8 Additional Details

A few extra details can be added to complete the look of the model, such as log piles, paving and support pillars. The log piles can be made by cutting garden cane into short sections and then gluing them in a pile. The paving is made from short strips of balsa wood glued onto the base running up to the door. The support pillar is made from some balsa wood rod with the ends cut at angles to make it fit and then glued onto the base so that it butts up against one of the corner posts.



◀ SUPPORT PILLAR

Trim the ends of the pillar until they are at an appropriate angle to allow them to fit against both the base and corner post.



► EXPOSED WATTLE

Once the daub walls are finished, carefully paint the exposed wattle underneath.



◀ HIDE ROOF

This colour gives the impression that the hides have been bleached and cured in the sun for some time.



► FINISHED HOVEL

Once the model has been painted, it is ready to be used in your Battle Games.



Alternative Approaches

Extra Details

There are a few ways to add extra details or alter this basic design for Dunlending hovels. Using the techniques described in the last Pack, you could make small sections of bricked-up wall. Another idea is, instead of having the sidewalls slant at the top, to have them slant at the bottom. When attached to the base, this will give the whole building the impression that it is listing. Wooden supports can then be added to complete the look. An alternative style of door can be created by giving it a simple cloth covering, or even making a brick frame instead of wood.



◀ BROKEN WALL

To represent extensive damage to one of the walls, you could use small polystyrene bricks to block up the gap.

► POOR FOUNDATIONS

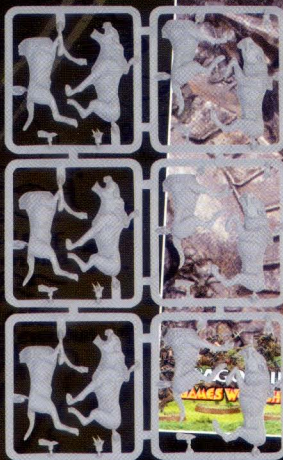
By angling the bottom of the side walls, you can create a building that looks like it is listing badly.



IN YOUR NEXT GAMING PACK...

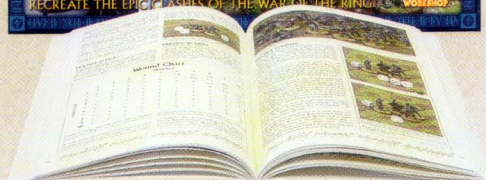
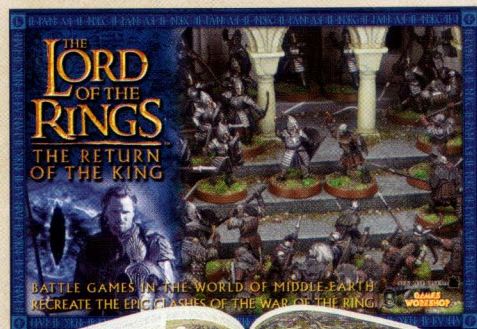
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