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BATTLE GAMES 74

— in Middle-earth —



THE FURY OF THE
WITCH-KING IS UNLEASHED!

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THE LORD OF THE RINGS

BATTLE GAMES 74 — in Middle-earth —



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Learn of Sauron's most powerful servant, the Witch-king of Angmar, and of his exploits at the Battle of the Pelennor Fields.



Playing the Game 2-9

Presenting the second part of the rules for using Battle Companies in your Games, including the introduction of more Company Lists.



Battle Game 10-13

This scenario pits the Witch-king against Théoden and his Rohirrim guards. Can he survive? Or will the Nazgûl's Fell Beast feast on his flesh?



Painting Workshop 14-15

Paint your Witch-king of Angmar model for use in your Battle Games.



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The Witch-king of Angmar™

The Lord of the Nazgûl is one of Sauron's most trusted servants. Filled with sorcerous power, he commands not only the Ringwraiths but also the forces of Minas Morgul. A terrible foe in battle, it is said that no man can slay him.

'Do not come between a Nazgûl and his prey.'

THE WITCH-KING OF ANGMAR™

commanded nations and destroyed kingdoms – all in the name of his dark master. As Gondor falters under the crushing blows of Sauron's armies, the Witch-king's power finally reaches its zenith. Imbued with sorcerous power he is even a match for Gandalf the White. Astride the hulking form of his Fell Beast, the Lord of the Nazgûl strikes down Gandalf – and if not for the timely arrival of the Rohirrim drawing the Witch-king away, it is doubtful the Wizard would have survived the encounter. Swooping from the sky, the Witch-king's wrath is vented upon Théoden, King of Rohan. With only the swordmaiden, Éowyn, standing between the lord of the Nazgûl and the broken body of the King, victory seems assured.

In this Pack's Playing the Game, we present further rules for playing Battle Companies games, including more forces for you to create and control. The Battle Game focuses on the Witch-king's

attempt to kill King Théoden. In

Painting Workshop, we show

you how to paint your

Witch-king of Angmar

model. Finally, the

Modelling Workshop

will demonstrate

techniques for

building large-scale

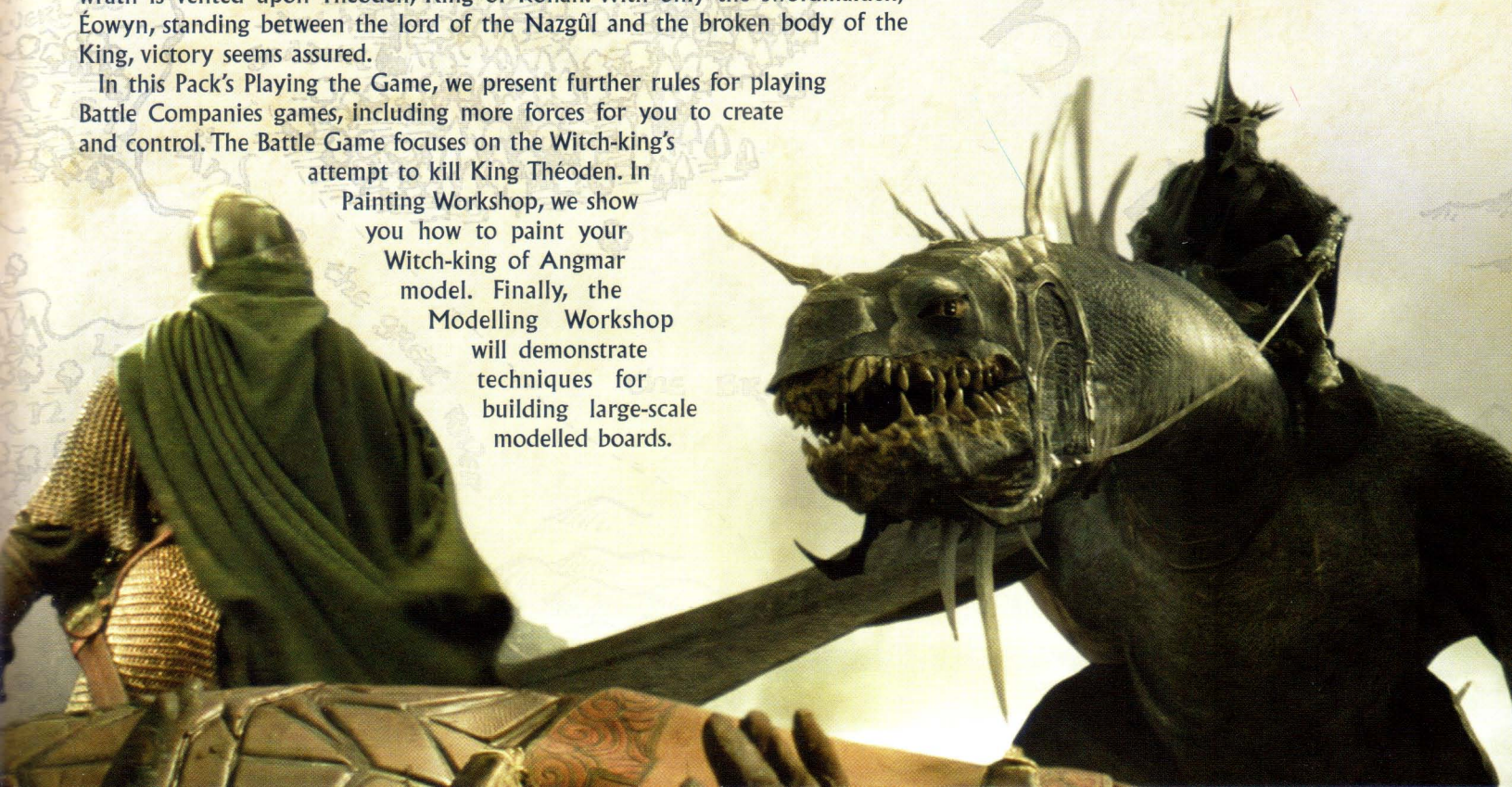
modelled boards.

He has led his twilight existence for centuries, acting as Sauron's chief lieutenant. His true name remains unknown to even the wisest loremasters of Middle-earth but, as the Witch-king of Angmar, he has



◀ LORD
OF EVIL

All the hosts of Minas Morgul are his to command in the name of Sauron, Lord of the Rings.





Battle Companies

Part 2

As war sweeps across the lands of Middle-earth, warriors take up arms against their foes. In this, the second part of our Battle Companies rules, we present additional warbands for you to use in your Battle Games.



As Sauron's war creeps across the lands of Middle-earth, more and more of the Free Peoples find themselves plunged into conflict. In the lands of Rohan, the Horse-lords prepare for war as troops from Isengard strike across their borders into the Westfold. Meanwhile, deep within the cursed Mines of Moria, the Goblin hordes stir, ready to answer the Dark Lord's call.

In this Pack's Playing the Game, we continue our presentation of the Battle Companies rules. We will take a look at the fortunes of two gamers' Companies, following their quest for glory as well as their first skirmishes. In addition, three more Company Lists are presented, allowing you to field Battle Companies hailing from Rohan, Isengard or even the dark pits of Moria.

◀ TAKING UP ARMS

A group of Rohirrim leave their village on their way to war.

Group Gaming

The Battle Companies rules are ideal for gaming with a group of friends. This will provide you with a variety of opponents, and the outcome of the various games will mean you will potentially be facing a very different force from one game to the next. The fact that the games are on a reasonably small scale means that it is entirely possible to get a group of friends together and play several games against different opponents over the course of an afternoon or evening.



◀ FAST AND FURIOUS

Battle Companies games are ideal for battling a variety of opponents in a relatively short period of time.



Example Companies

Here, we follow the fortunes of two gamers as they set out on a campaign with their respective Companies, playing their first game and following the post-battle procedure.

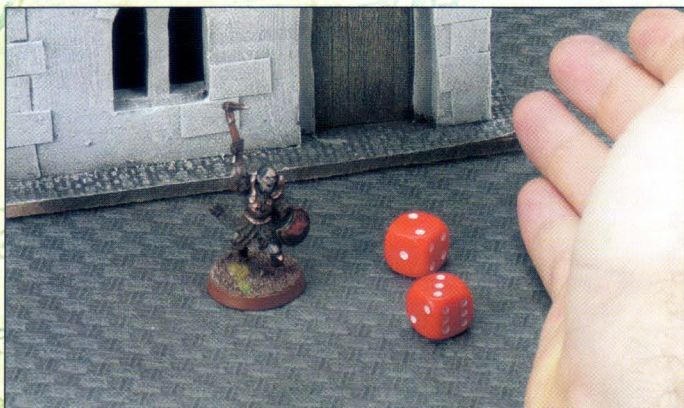
Starting Battle Companies

Before playing their first game, Pete and Jes needed to assemble their Battle Companies. Jes, having chosen a Mordor Company, needed eleven models to begin with, whereas Pete only needed seven for his Gondorians. Both of them took their models from those they had received with previous Packs of *Battle Games in Middle-earth*. Jes chose to use the Mordor Orc Captain from Pack 58 to represent his Hero with hand weapon and shield. Pete chose to nominate one of the bow-equipped Gondorians as his Hero.



► GAME IN PROGRESS

Jes and Pete have set up their board to represent the crumbling ruins of Osgiliath.



Jes won the game by managing to take almost Pete's entire Company out of action, while only losing three Orcs and his Hero in return. After the game, the players sat down to see what effects this would have on their Companies. Rolling for injuries was the first step and both players witnessed the other making rolls for each model taken out of action during the game. While many of the Soldiers made full recoveries, Jes's Hero ended up suffering a permanent injury.

◀ INJURED LEADER

Rolling a 5 on the Heroes' Injury table reduced the Move value of Jes's Hero.

Next, the players calculated their Companies' experience and promotions. This involved first working out which models had gained experience. As this was their first game, neither player's Heroes had earned enough experience to gain an advancement. However, each had a few Soldiers able to make promotion rolls. Once these were complete, all that was left was to spend any IP's earned during the battle on new recruits and equipment.



◀ POST-GAME PROCESS

After the game, both players make their dice rolls for promotions. In Pack 75, we will look at how the development of Pete and Jes's warbands affects their fortunes in the Battle Companies campaign.



Rohan™ Battle Company

Starting Force

A Rohan Battle Company initially comprises eight Warriors of Rohan. Of these, two are equipped with bows, three with hand weapons and shields and three with throwing spears and shields.

ROHAN REINFORCEMENTS TABLE

DICE	EFFECT
1	No reinforcements.
2	Warrior of Rohan with hand weapon and shield.
3	Warrior of Rohan with throwing spear and shield.
4	Warrior of Rohan with bow.
5	Choose any of the above.
6	Roll another dice – 1-2: Rider of Rohan, 3-4: Rohan Royal Guard, 5-6: Rohan Royal Guard with horse.

ROHAN SPECIAL ADVANCE TABLE

DICE	EFFECT
1	Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each.
2	Favour of the Mark: When rolling on the Reinforcements Table, you may re-roll one dice for each Hero in your Company with this ability.
3	Blade Master: Once per turn, the Hero may re-roll one of his dice when determining who wins a fight.
4	Courageous: The Hero may re-roll all of his failed Courage tests.
5	Horse-lord: The Hero may use his Fate points to recover wounds inflicted on his mount, as well as those he sustains himself.
6	The Hero gains an extra point of Might, up to a maximum of three.





ROHAN EQUIPMENT OPTIONS

Bow:	1 Influence Point
Horse (Heroes and Royal Guard only):	2 Influence Points
Throwing spear:	1 Influence Point
Shield:	1 Influence Point



◀ ROHIRRIM ARMOURY

The Warriors of Rohan are known for their archery, both in and out of the saddle.

ROHAN PROMOTION CHART

Warrior

Warrior with bow

Warrior with throwing
spear and shield

Warrior with hand
weapon and shield

Promotion

Rider of Rohan

Rohan Royal Guard

Rohan Royal Guard



▲ ROYAL APPOINTMENT

The Warrior becomes a Royal Guard, raising his Fight value and giving him the Bodyguard special rule.





Isengard™ Battle Company

Starting Force

An Isengard Battle Company initially comprises six Uruk-hai Warriors, three with Orc bows and three with hand weapons and shields.

ISENGARD REINFORCEMENTS TABLE

DICE	EFFECT
1	No Reinforcements.
2	Wild Man of Dunland.
3	Orc Warrior with either hand weapon and shield, Orc bow, spear or two-handed weapon.
4	Uruk-hai Warrior with Orc bow or hand weapon and shield.
5	Warg Rider.
6	Roll another dice – 1-3: Uruk-hai Warrior with crossbow, 4-6: Uruk-hai Berserker.

ISENGARD SPECIAL ADVANCE TABLE

DICE EFFECT

- | | |
|---|---|
| 1 | Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each. |
| 2 | Favour of the White Hand: When rolling on the Reinforcements Table, you may re-roll one dice for each Hero in your Company with this ability. |
| 3 | Blade Master: Once per turn, the Hero may re-roll one of his dice when determining who wins a fight. |
| 4 | Courageous: The Hero may re-roll all failed Courage tests. |
| 5 | Unstoppable: Whenever the Hero suffers a wound, roll a dice. On the roll of a 6, the wound is ignored. |
| 6 | The Hero gains an extra point of Might, up to a maximum of three. |





ISENGARD EQUIPMENT OPTIONS

Orc bow:	1 Influence Point
Warg (Orc Heroes only):	2 Influence Points
Throwing spear (Warg Riders only):	1 Influence Point
Shield:	1 Influence Point
Spear (Orcs only):	1 Influence Point
Crossbow (Uruk-hai Heroes only):	1 Influence Point
Two-handed weapon (Orcs/Wild Men only):	1 Influence Point
Pike (Uruk-hai only):	2 Influence Points



◀ ▲ **URUK-HAI WEAPONS**
The weapons of Isengard are powerful and deadly like the Uruk's who carry them.

ISENGARD PROMOTION CHART

Warrior

Uruk-hai with Orc bow

Uruk-hai with hand weapon and shield

Promotion

Uruk-hai with crossbow

Uruk-hai Berserker



◀ ▲ **HEAVY WEAPON**
The Uruk archer is promoted and swaps his Orc bow for a crossbow.





Moria™ Battle Company

Starting Force

A Moria Battle Company initially comprises four Moria Goblins with Orc bows, four Moria Goblins with spears and four Moria Goblins with hand weapons and shields.

MORIA REINFORCEMENTS TABLE

DICE	EFFECT
1	No Reinforcements.
2	Moria Goblin with spear.
3	Moria Goblin with Orc bow.
4	Moria Goblin with hand weapon and shield.
5	Choose one of the above.
6	Choose two of the above.

MORIA SPECIAL ADVANCE TABLE

DICE	EFFECT
1	Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each.
2	Leadership: When making a stand fast roll, the Hero has a range of 28cm/12”.
3	Blade Master: Once per turn, the Hero may re-roll one of his dice when determining who wins a fight.
4	Courageous: The Hero may re-roll all failed Courage tests.
5	Cunning Shot: Hero may re-roll failed ‘in the way’ rolls when shooting.
6	The Hero gains an extra point of Might, up to a maximum of three.





MORIA EQUIPMENT OPTIONS

Orc bow:	1 Influence Point
Shield:	1 Influence Point
Spear:	1 Influence Point



▲ GOBLIN SHIELD

Though crude, a Goblin's shield offers important protection in combat.

*'We have barred the gates,
but cannot hold them for long.
The ground shakes.
Drums... drums in the deep!'*

GANDALF™ READING FROM
THE BOOK OF MAZARBUL™

Moria Special Rules

Unlike other Battle Companies, soldiers in a Moria war band do not gain promotions to new troop types on a roll of 7 on the promotion table, detailed last Pack, though they can still become Heroes as normal on a result of 8 or more. Instead, Moria Goblins are known for their vast numbers of warriors and may have up to 25 models in their Battle Company rather than the normal 15.





King-slayer

Théoden leads the armies of Rohan into battle, while the Witch-king of Angmar heads off the Morgul host. This Battle Game recreates the critical moment where these two mighty leaders face off at the Battle of the Pelennor Fields.



The Rohirrim have ridden all night to reach the Pelennor Fields by dawn. Now, with unbridled rage, they tear into the flanks of the Morgul horde. The chaos and disorder this causes threatens to destroy the fragile discipline holding the Witch-king's army together – if it fragments, then victory cannot be assured. The Witch-king of Angmar chooses to personally deal with this threat, deciding to strike at the very heart of the Rohan army – King Théoden.

This scenario uses the Battle of the Pelennor Fields as its backdrop, with the main action centred on Théoden's efforts to survive the Witch-king's attacks. With only a handful of loyal troops brave enough to face the Lord of the Nazgûl with him, it will be quite a task to slay the Witch-king.

◀ LETHAL OPPONENT

The Witch-king of Angmar poses a deadly threat to the King of Rohan.

THE COMBATANTS

To play this Battle Game, the Good player will need the card figures of the mounted Théoden, Éowyn, and Rohan Royal Guard from Pack 70. Additionally, he will also need dismounted versions of these characters, which can be found in Packs 29 and 52. The Royal Guard can be represented by Warrior of Rohan models when dismounted. Lastly, he will need the Merry miniature included as part of Pack 73. The Evil Player will need the metal Witch-king of Angmar model from this Pack and the card figure of him on his Fell Beast from Pack 72.



▲ **COURAGEOUS ALLY**
Merry comes to Éowyn's aid against the Witch-king.

➤ **ARMY COMMANDERS**
These two warriors each lead powerful armies to war.





CHARACTER PROFILES

The Witch-king of Angmar™



From deep within the fortress stronghold of Minas Morgul, the Witch-king has been planning the downfall of Gondor for many long years. He has amassed a great and terrible horde of Orcs, Trolls and evil Men in readiness for the inevitable war. Now, as his army marches on the city of Minas Tirith, its full might is revealed to the people of the West. High above the legions of foot troops, the Nazgûl soar on their winged Fell-beasts, wreaking havoc amidst the city's battlements. As the battle rages, the Witch-king seeks out his chief rival, Gandalf the White, but before he can strike the final blow a greater threat to the invading force reveals itself. The Rohirrim have arrived.

King Théoden™ of Rohan™

Théoden and his kingdom have suffered much recently at the hands of Saruman. Rescued from his malaise by Gandalf the White, he found his realm in disarray, beset by a powerful foe in Isengard. Although surviving the battle for Helm's Deep, Théoden's people are battered and weary and it is with grim resolve that they muster to Gondor's call for aid. Looking down onto the vast horde of Orcs that swarm over the Pelennor Fields, Théoden knows he will be leading most of his assembled warriors to certain death. Steeling their hearts against fear, the riders of Rohan charge into the flanks of the Morgul force. With the enemy's army in disarray, Théoden's Rohirrim begin to turn the tide of the battle.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Witch-king of Angmar	5/-	4	8	1	1	6	14cm/6"	3	20	3
Fell Beast	5	6	6	2	3	3	28cm/12"	-	-	-
Théoden	5/-	4	6	2	2	5	14cm/6"	2	0	2
Éowyn	4/-	3	4	1	1	5	14cm/6"	2	2	2
Merry	3/3+	2	5	1	1	4	10cm/4"	1	1	2
Rohan										
Royal Guard	4/4+	3	6	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-

NB. Models are armed and armoured as depicted on the miniature.

The Gaming Area

This game is played on a 60cm/2' square board. The gaming area represents a small part of the Pelennor Fields and one of the modular board sections from Pack 70 is ideal for this. The board can be further embellished with some battlefield casualties from Pack 73's Modelling Workshop.

Starting Positions

The Good player chooses one side of the board and places all his models in contact with that side's edge. The Evil player then places the Witch-king model in contact with the opposite board edge. Merry may start the game mounted as a passenger on Éowyn's horse, using the rules from Pack 40, if you wish.





Nemesis

The Witch-king of Angmar is extremely difficult to kill. Indeed, it is prophesied that no man can kill him. However, unbeknownst to the Witch-king, one of the warriors he faces is Éowyn – a shieldmaiden of Rohan. It is by her hand that the Lord of the Nazgûl is fated to meet his doom. To represent this, whenever Éowyn makes a roll to wound against either the Witch-king or his Fell-Beast mount, do not consult the Wound Chart. Instead, the roll is considered successful on a score of a 4 or more on the dice, regardless of the relative Strength and Defence values involved.



◀ SCORING A WOUND

Normally, Éowyn would require a score of a 6 to wound the Fell-Beast. However, because of the Nemesis rule, a score of a 4 is successful.



Courageous

Although the paralysing grip of fear threatens to overcome Éowyn and Merry at any moment, they have steeled themselves for the task at hand. In this game, both Éowyn and Merry pass any Courage test they may be required to take. This includes the roll to see if they can overcome the Witch-king's Terrifying ability.

◀ DEFEND THE KING!

Because of the Rohan Royal Guard's Bodyguard ability and Éowyn and Merry's Courageous rule, none of these warriors need make a Courage test to charge the Witch-king.

*'I will kill you
if you touch him!'*

ÉOWYN™

WINNING THE GAME

- The Good player wins if he is able to kill the Witch-king.
- The Evil player wins if he kills all the Good models.





The Witch-king™

As overall commander of Sauron's armies, the mighty Witch-king of Angmar enters the fray at the Battle of the Pelennor Fields armed and armoured, ready to sow terror and destruction among the forces of the Free Peoples.



When the nine Ringwraiths were hunting The Ring and its bearer, the Witch-king was clad in the same simple black robes as his fellow Nazgûl. As Sauron launches his final attack on the city of Minas Tirith, the Witch-king and his minions spill forth from their fortress stronghold of Minas Morgul to join the assault. Now taking to the skies on his winged mount, the first among the Nazgûl is clad in the full regalia of the battlefield, wearing heavy armour beneath his robes, and a wickedly spiked helmet of black iron. In his mailed fist, he carries a massive morning star.

◀ LORD OF THE NAZGÛL

The Witch-king's armoured visage strikes terror into the hearts of the defenders of Minas Tirith.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
BLACK INK
SCORCHED BROWN
REGAL BLUE
FORTRESS GREY
BROWN INK
BLUE INK
TIN BITZ
BOLTGUN METAL
CHAINMAIL

Preparation

The Witch-king of Angmar is a particularly intricate miniature, with several layers of robes and elaborately detailed armour. For this reason, it is likely that your figure will have quite a lot of excess metal attached to it. This will need to be carefully removed before assembling the miniature. Use a set of clippers to remove any extraneous pieces of metal, being careful not to clip off any of the spikes on the mace or helmet. Next, get rid of any mould lines using a set of small files.



▲ A round file is useful for cleaning up the folds of the robe.



Assembling Your Miniature

To ensure a neat, strong join between the Witch-king's body and left arm, you can use modelling putty to fill any small gaps. Roll out a strip of putty and push it into the recess where the arm attaches to the body. It's a good idea to do a 'dry run' of this first, without the putty, so you can gauge where the putty will need to go to fill any gaps. Once you have the putty in place, push the arm into the recess, and use a craft knife or sculpting tool to scrape away any excess putty and smooth over the join.

► Make sure to keep any tools wet to prevent the putty sticking to them.



► Adding Black ink thins down the Chaos Black paint, allowing it to run into the recesses, without diluting the colour.



◀ Use your lightest highlighting shade only on the most prominent parts of the robes.

1 Black Robes

After undercoating the miniature using Chaos Black spray, you may find that, because of the deep creases and folds, the spray has not reached into the deepest recesses. To rectify this, simply thin down some Chaos Black mixed with Black ink, and paint this into any parts that the spray has missed. Careful highlighting is required to accentuate the folds and edges of the Witch-king's black robes whilst keeping the overall colour as dark as possible. Mix Chaos Black with Scorched Brown and a little Regal Blue for the first highlight, then add increasing amounts of Fortress Grey to the mix for subsequent highlights and apply these sparingly to the edges of the robes. To darken the overall colour and reduce the harshness of the highlights, apply several thinned glazes mixed from equal amounts of Black, Brown and Blue inks.

2 Weapons and Armour

To achieve the dark, almost black, metallic colour of the Witch-king's morning star and armour, begin by giving them a coat of Tin Bitz. Next, apply a wash of thinned-down Black ink to provide deep shading. For the first level of highlights, mix Tin Bitz with Black ink and a little Boltgun Metal and apply this to the raised parts of the metal areas. For the next layer of highlights, use Boltgun Metal mixed with Black ink, and finally, a mix of Chainmail and Black ink for the sharpest edges. All that remains is to base the model and add a little weathering around the bottom of the robes.



▲ The ink mixed into the highlights will make them partially transparent, giving a more subtle gradation of tone.



▲ The Witch-king of Angmar, ready to take command of Sauron's armies.



Modelled Boards

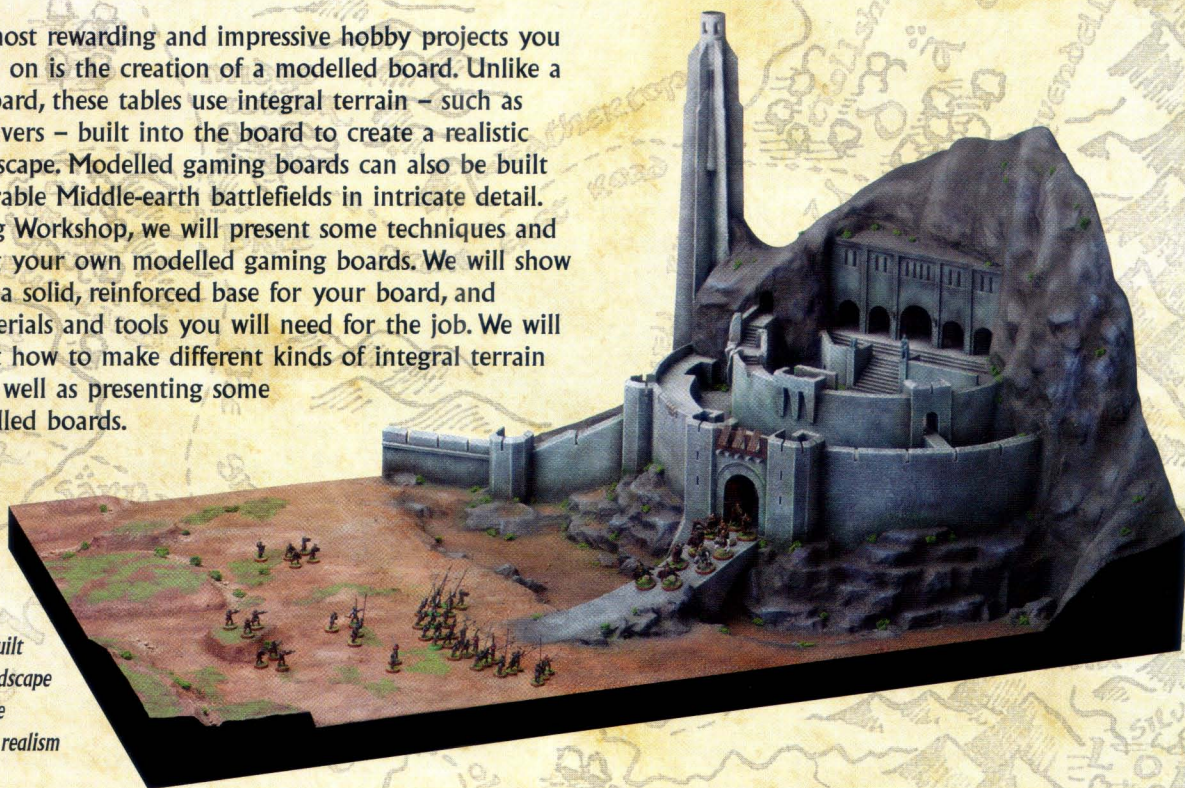
Gaming tables can be constructed to incorporate detailed and realistic terrain, which create exciting and dynamic battlefields. Here, we will show you some of the ways you can go about creating these impressive modelled gaming boards.

One of the most rewarding and impressive hobby projects you can embark on is the creation of a modelled board. Unlike a normal gaming board, these tables use integral terrain – such as hills, valleys and rivers – built into the board to create a realistic and dynamic landscape. Modelled gaming boards can also be built to recreate memorable Middle-earth battlefields in intricate detail.

In this Modelling Workshop, we will present some techniques and advice for creating your own modelled gaming boards. We will show you how to build a solid, reinforced base for your board, and introduce the materials and tools you will need for the job. We will also take a look at how to make different kinds of integral terrain for your board as well as presenting some examples of modelled boards.

► FIELD OF BATTLE

This modelled board of Helm's Deep has been built to reflect the rugged landscape and towering walls of the Hornburg, with stunning realism and attention to detail.



RECAP

Modular Boards

In essence, the modular Mordor boards presented in Packs 44, 45 and 47, and the modular Pelennor boards from Packs 70 and 71, are miniature modelled gaming tables.

These realistic battlegrounds incorporate integral terrain – such as chasms, cliffs and lava-rivers – and, as such, all of the techniques presented in those articles are useful when creating modelled gaming boards.



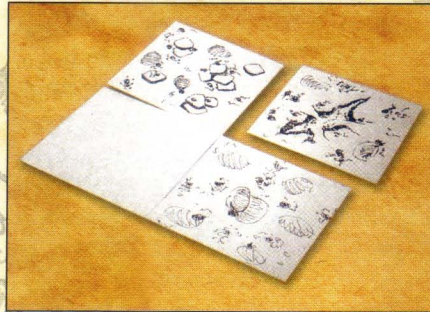
▲ NATURAL TERRAIN

The surface of the Mordor boards has been created to give a broken and diverse battlefield.



Getting Started

The first step is to decide what kind of modelled board you want to create. Will it be a forested valley bisected by a fast flowing river, or maybe a scorched desert wasteland? Perhaps it will recreate a famous location from The Lord of the Rings films, such as the village of Bree or the Marshes of the Dead. Once you have chosen an inspiration for your board it is a good idea to create a detailed plan of how you want it to look when it is finished. As with other large terrain pieces such as the Mordor boards or Cirith Ungol, it can be handy to sketch out a plan on paper or card beforehand to transfer onto your board later. If you're recreating a famous Middle-earth location, then you might like to use the film as a reference when making your plan.



◀ A GOOD PLAN

Planning what your gaming board will look like before you get started will make sure things run smoothly when it comes to construction.

▶ WORK AREA

Gaming boards can take up a lot of space and you will need to think about where you have the room to build it as well as store it afterwards.



▶ HARDWARE

MDF, plywood and pine are among the best kinds of wood for constructing boards.

Materials

Modelled gaming boards use many of the same materials common to terrain construction, such as styrene and hardboard, though usually in larger quantities. Because of their size, they also make use of hardware, such as nails, screws and sturdy kinds of wood, like MDF sheeting, plywood and pine. All of these should be readily available from hardware shops. Ultimately, however, a modelled gaming board can make use of anything in its construction if it is appropriate. Part of the fun of tackling such a large project is using materials in interesting ways.

Tools

When working on a large project like a gaming board, you will often need to use a variety of tools, such as power drills, saws, screwdrivers and hammers. These household items are useful for any of the heavy construction you might want to do – such as making the board itself. When building your board, especially if you are using power tools, it's important to work as safely as possible. If you have any doubts about your ability to use a tool then you should either seek supervision or find an alternative means of construction.



▶ POWER TOOLS

When working with heavy wood, such as MDF and pine, power tools can make construction much easier and quicker – remember, however, to always use such tools responsibly.



Building a Gaming Board

The most important part of any gaming board is its base. A sturdy foundation is vital to making a durable battlefield. Presented here is a guide to creating a reinforced board, which can either be used on its own or as a base for a more elaborate gaming area.

Before starting, you will need to decide on the dimensions of your board. While this can be as large or as small as you like, most boards are either 120cm/4' square, 120cm/4' by 180cm/6', or 120cm/4' by 240cm/8'. The directions presented here are for a 120cm/4' by 180cm/6' board, though you can simply vary the measurements to create other sizes. You will need the following materials for a board of this size:

- A sheet of thick plywood, 120cm/4' by 180cm/6', for the base.
- Two lengths of 2cm/1" by 10cm/4" pine, each 180cm/72" long.
- Three lengths of 2cm/1" by 10cm/4" pine, each 117cm/46 1/2" long.

NB. These last pieces are deliberately not cut as long as the short ends of the board so they can be positioned between the longer lengths.

- You will also need a pencil, power drill with screwdriver bit, and around fifty 3cm/1 1/2" wood screws.



▲ PLYWOOD SHEET

The first step in creating your board is cutting it to the right size.



▲ SCREWING IN THE FRAME

When screwing the frame, work your way around the edges of the board keeping the space between the screws as even as possible.



Battening the Base

Using the lengths of pine, you can construct a frame to reinforce the underside of your board to make it stronger and more durable. This process is often called 'battening'. First, put your plywood board on a stable surface, such as a workbench or the floor. Take the two longer pieces of 2cm/1" by 10cm/4" pine and place them parallel to one another along the long edges of the board. Next, slide two of the smaller lengths of wood in-between these longer pieces, positioned at either short end of the board, creating a frame for the base of your board. Use screws to attach the lengths of wood together, starting at one of the corners, and then working your way around the frame.

Once the frame is complete, place the board on top of it. To fix the frame into place, drive screws through the top of the board along the edges and into the frame underneath. Starting with one of the short ends, put in the screws roughly 10cm/4" apart all the way around the four sides of the board. Finally, use the last of the smaller pieces of wood to brace the centre of the board. Mark out a line with a pencil halfway down the length of the board and, using this as a guide, attach your piece of wood to the underside so that it bisects the middle of the table.

◀ BRACING

An extra, short length, attached to the centre of the board, will increase its strength.



Integral Terrain

Having created a solid base for your gaming board, you are ready to add some detail to it. You can add hills, valleys and rivers to your board by building up raised sections using sheets of styrene. This method is identical to the way you would go about making a hill, such as those from Pack 65's Modelling Workshop. The key difference is, however, that by covering most of the surface of the board in layers of styrene, you can then carve out a detailed topography. This allows you to shape the surface of your board in ways not possible using freestanding hills and rivers alone. In addition to giving your board a more realistic finish, you can also build structures permanently into its surface. This allows you to integrate your buildings, walls and other pieces of terrain seamlessly with their surroundings.

► SCULPTED LANDSCAPE

Very little of the world is perfectly flat, and shaping the surface of your board using layers of styrene allows you to create a more natural and realistic battlefield.



◀ NATURAL RIVERS

A river or stream naturally carves its way through the landscape as it flows — something you can recreate by cutting gullies into the styrene surface of your board.



◀ FIXED STRUCTURES

Attaching structures like walls or houses onto your board allows you to mould them into their surrounds, adding to the realistic appearance of your gaming table.



Realistic Details

An advantage of adding integral terrain to your board is the level of detail you can achieve. If you think of it as a single, large piece of terrain, you can draw upon any of the modelling techniques presented in previous Packs of *Battle Games in Middle-earth*. This kind of detail can also include adding a textured surface to your board and painting it in natural colours.

► FINE DETAIL

One of the best things about creating a modelled gaming board is the level of detail you can add to your battlefield.



▲ TEXTURED SURFACE

Both the Mordor modular boards presented in Pack 44 and the Pelennor modular boards presented in Pack 70 offer good examples of how to texture the top of your board.

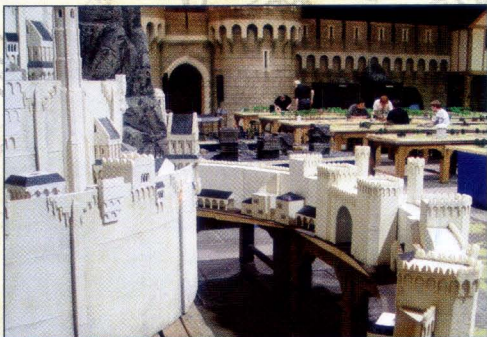


Middle-earth™ Battlefields

Here, we show you some of the possibilities that modelled boards present, detailing a variety of themed battlefields and how they were created.

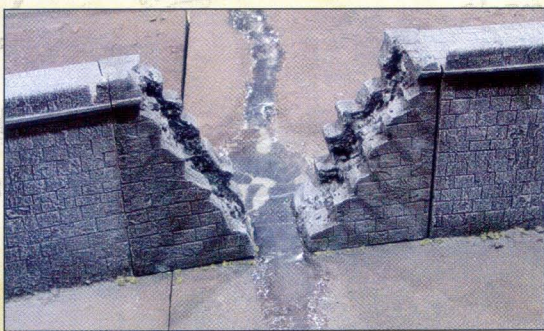
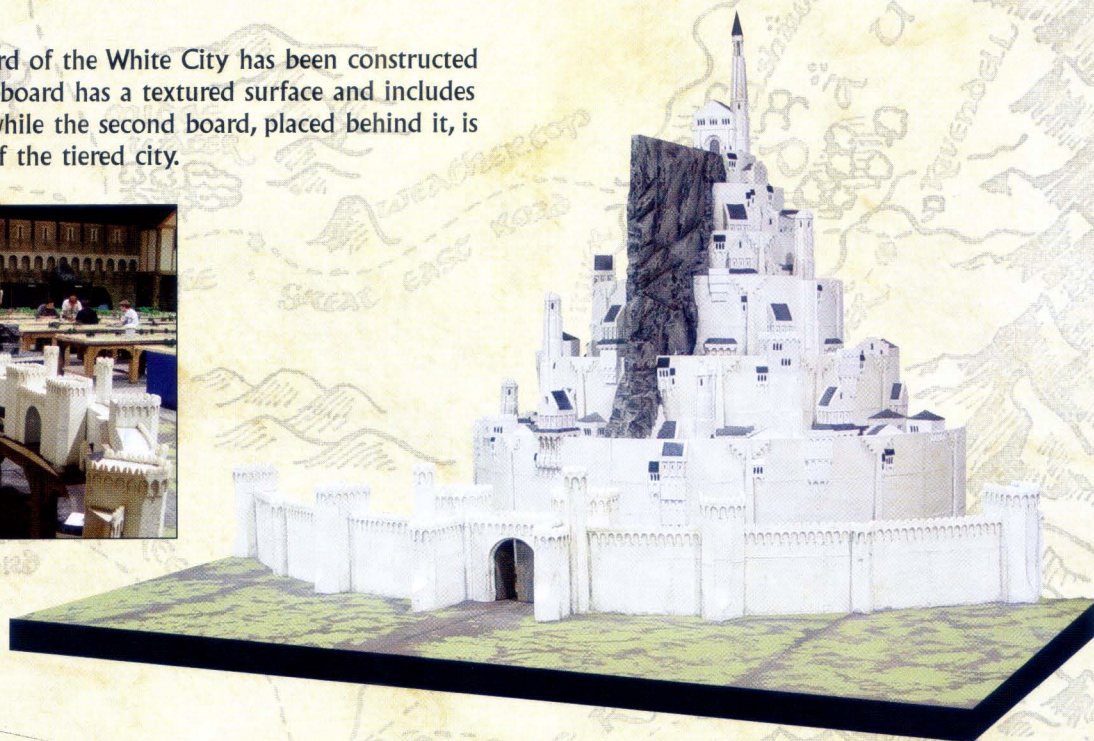
Minas Tirith

This modelled gaming board of the White City has been constructed from two boards. The first board has a textured surface and includes the walls of Minas Tirith, while the second board, placed behind it, is a detailed representation of the tiered city.



▶ PLAYER ACCESS

The gap between the boards allows players to get in behind the walls to move their defenders.

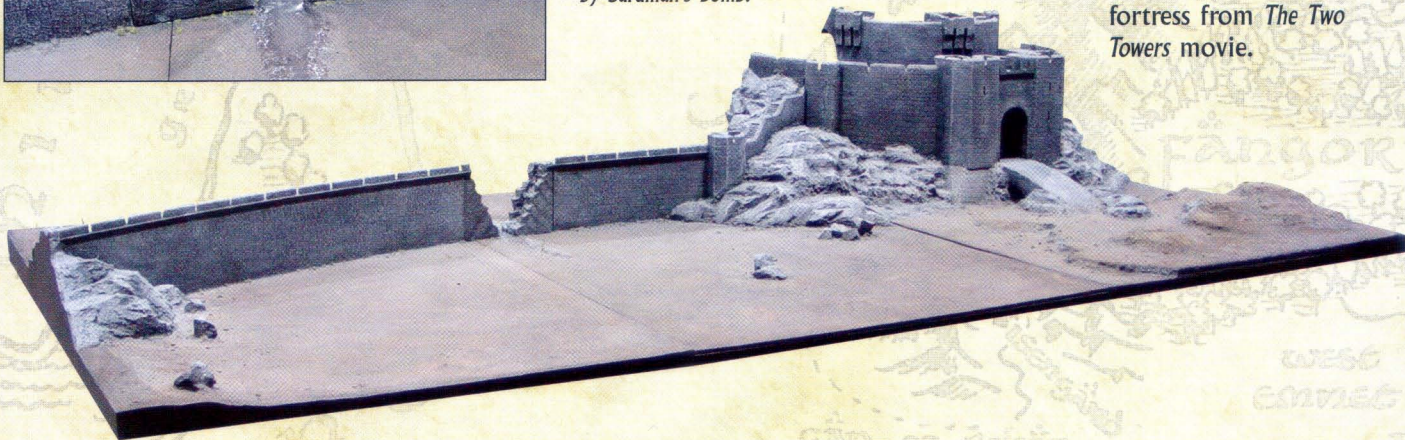


◀ REMOVABLE SECTION

One of the details added to this board is a removable wall section, to represent the damage caused by Saruman's bomb.

Helm's Deep

The mighty Hornburg is an impressive and imposing fortress, which has been captured expertly in this splendid Helm's Deep gaming board. Building the walls and towers of the fortress into the board gives it the appearance of growing from the rock, and makes it closely resemble the fortress from *The Two Towers* movie.



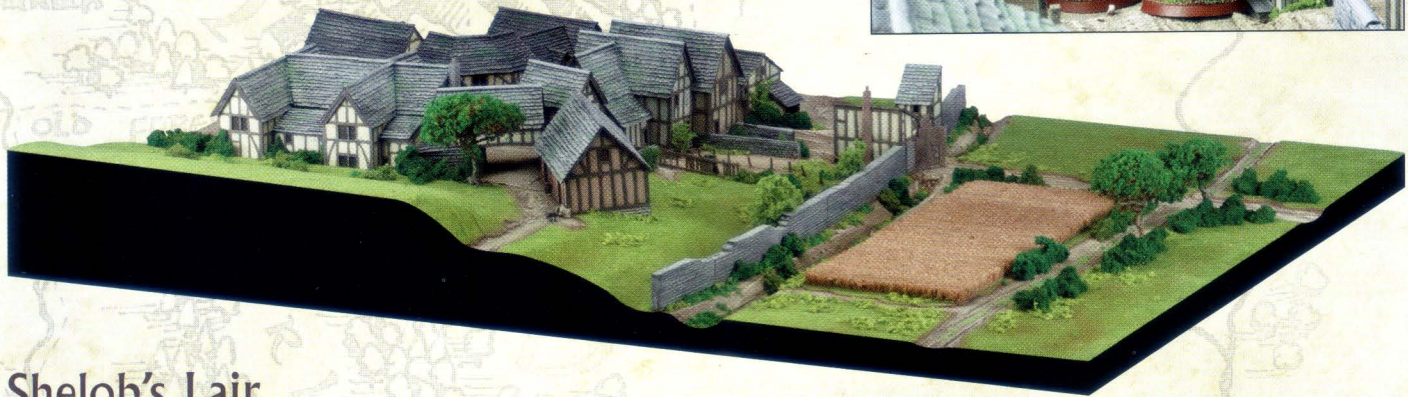


Bree

The terrain on this gaming board has been carefully arranged to create the village of Bree. By modelling the buildings onto the board and adding roads, fences and walls to link them, it is possible to create a realistic looking village, faithful to the film.

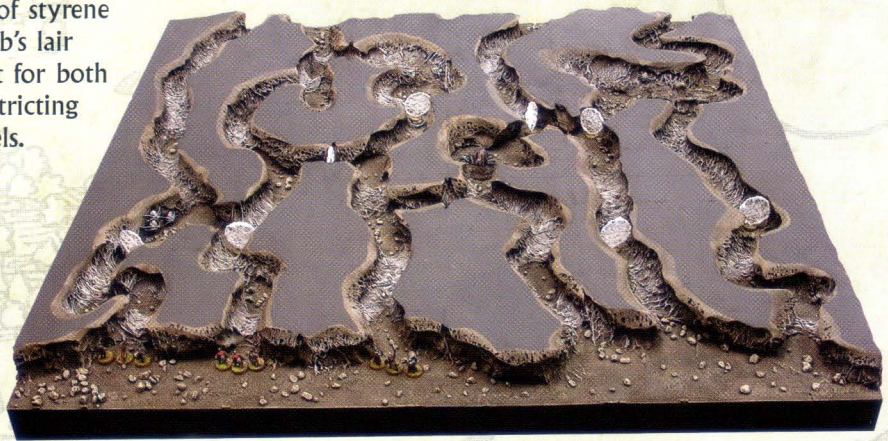
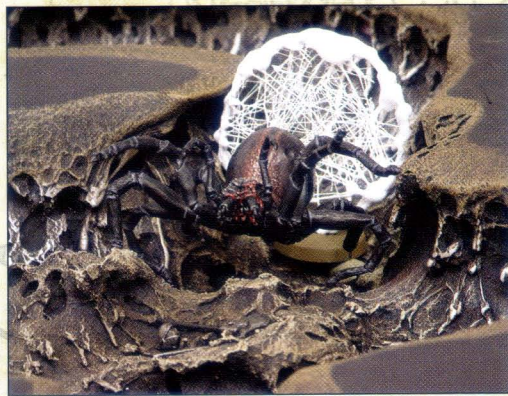
► ROADS AND FENCES

Once you know where your buildings will be placed, you can fill the spaces between them with roads and fences, creating a natural, lived-in look to your village.



Shelob's Lair

This board is a good example of how a layer of styrene can be used to create caves and tunnels. Shelob's lair makes an exciting and interesting environment for both normal games and specialised scenarios by restricting the movement and line of sight of your models.



◀ SPIDER'S WEB

Movable webs made from wire make an interesting addition to the board.

Next Pack...

In Pack 75's Modelling Workshop, we explore how to make your own dioramas. Using a combination of miniatures and terrain, you can create attractive and memorable scenes from the films.

► DIORAMAS

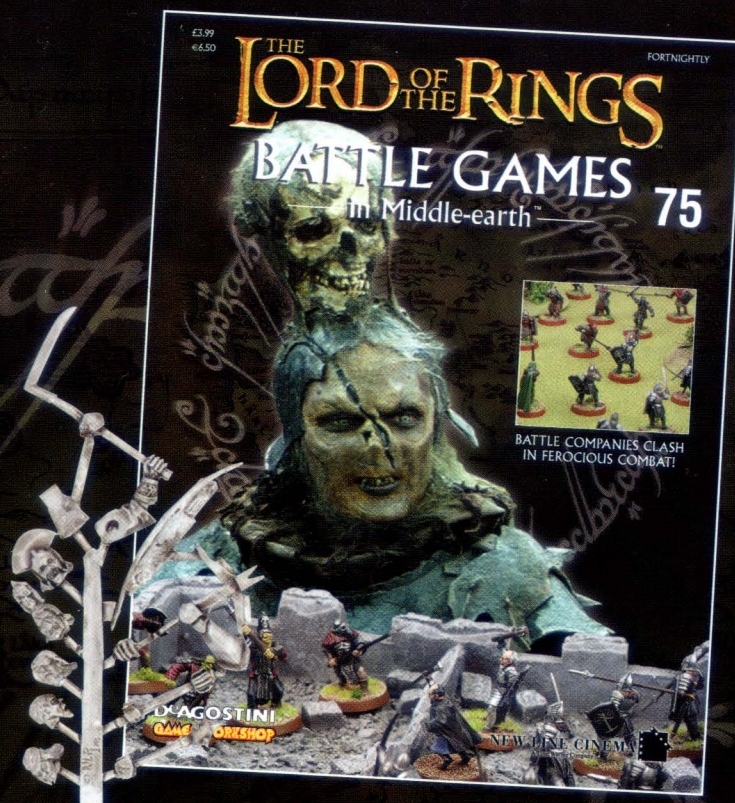
You can use dramatic moments from The Lord of the Rings films to create exciting dioramas with your models.



IN YOUR NEXT GAMING PACK...

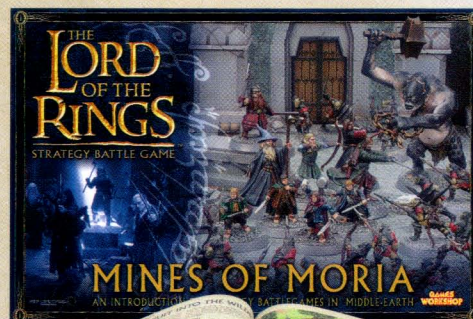
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