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### *Guide to Middle-earth* 1

Learn of the heroes who inhabit Middle-earth and fight bravely against the tyranny of Sauron.



### *Playing the Game* 2-7

Presenting the third part of the rules for Battle Companies, including details on how to include exceptional heroes in your forces.



### *Battle Game* 8-13

Presented here is a series of scenarios specifically designed to be used with the Battle Company rules.



### *Painting Workshop* 14-17

Learn how to convert and paint your own character models, either for use as part of your Battle Company or in normal Battle Games.



### *Modelling Workshop* 18-21

Use your knowledge of scenery-making to create dioramas for displaying your models.

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# Heroes of Middle-earth™

The power of Sauron grows and his influence can be seen everywhere. Even once noble souls like Saruman and Denethor have been turned to madness and despair. Only the truest of champions have strength enough to oppose the Dark Lord.

*'You are soldiers of Gondor!  
No matter what comes  
through that gate, you will  
stand your ground.'*

GANDALF THE WHITE™

brave warriors who fight at the Battle of Helm's Deep and at the Pelennor Fields deserve as much honour as great heroes such as Aragorn and Gandalf. Every individual can make a difference in the fight against evil – after all, the fate of Middle-earth rests in the hands of a single Hobbit.

This Pack's Playing the Game focuses on the exceptional individuals you can use in your Battle Companies. In the Battle Game, we present a number of challenging scenarios for your Battle Companies to fight in. The Painting Workshop shows you how to use your Heroes of Middle-earth conversion sprue to create your own characters. Finally, in the Modelling Workshop, we look at techniques for creating dioramas that depict heroic scenes of your favourite characters' exploits.

Even though the shadow of Sauron grows over the lands of Middle-earth, there are those brave few who take up arms and stand against his dominion. These remarkable individuals appear in all the lands of the Free Peoples. At the Council of Elrond, The Fellowship of The Ring is formed with representatives from the races of Men, Elves, Dwarves and even Hobbits. On their travels they encounter others, such as Haldir, Éomer and Faramir, who are willing to sacrifice their lives in the fight against tyranny. However, evil has its own champions who oppose the forces of good at every turn, such as the Nazgûl, Lurtz and Gothmog. In this time of strife, war can make heroes of everyone. Even those



## ◀ VETERAN WARRIOR

*This champion of Minas Tirith has seen many a campaign against the forces of evil.*







# Battle Companies

Part 3

Concluding our look at Battle Companies for the time being, we present rules for adding Allies to your warbands, as well as how to work out points values for your Heroes and Soldiers, so you can then include them in larger Battle Games.



As your Battle Company grows, it will change and develop, gaining new recruits and sometimes losing a few along the way. As the fortunes of your warriors rise, it is also possible that you might be fortunate enough to gain the services of exceptional Allies – hardened fighters and dangerous monsters willing to aid you against the enemies of your lord. The Allies listed in this Pack can either be made using the Heroes of Middle-earth sprue, or will be included as card figures in a future Pack of *Battle Games in Middle-earth*.

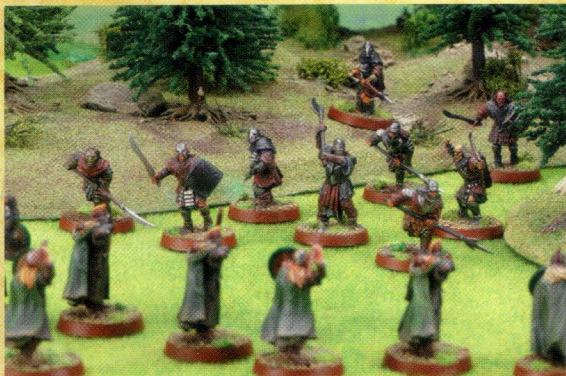
In this Playing the Game, we present rules for using Allies with your Battle Company. These powerful warriors can be convinced to join you for a price, to aid you against your enemies. We also look at how to go about transferring your favourite Heroes into larger Battle Games.

## ◀ CHAMPIONS OF GOOD AND EVIL

*Allies are exceptional and powerful individuals, willing to aid you against your foes.*

## Further Gaming

Creating a Battle Company can be a great way to start a new army. It offers an ideal way of seeing how enjoyable the figures are to paint, as well as how they perform in battle, without having to commit to creating a whole army. It also means that if you do decide to turn your Battle Company into a larger force, then you will already have a Hero to lead it and a solid core of diverse troops.



## ◀ RISE TO POWER

*A Battle Company can be the ideal way to start a new force.*





## Including Allies

Just as Battle Companies use their Influence Points to recruit new Soldiers and equip Heroes with new weapons, so too can they use them to hire Allies. Before the start of a game, a player may choose to purchase the services of one of these warriors by paying the required amount of IPs as shown in the Allies Profile, presented on pages 4 and 5. This then allows the player to field their chosen Ally for a single game.

- A Battle Company may never employ more than a single Ally at once.
- Gondor and Rohan Battle Companies may only choose Good Allies.
- Mordor, Isengard and Moria Battle Companies may only choose Evil Allies.



### ▲ READY TO FIGHT

*Having expended the IPs to recruit an Elven Scout, a Gondorian player adds him to his Battle Company for the next game.*

## ALLY INJURY TABLE

DICE	EFFECT
1-3	Dead
4-6	Full Recovery

## Post-battle Sequence

If your Ally was taken out of action during the game, you will need to check if he was killed, in a similar way to your Soldiers. Make a roll on the Ally Injury table and apply the results. If you roll a result of 'Dead', then you may not hire any Ally for your next game, as word gets around about the fate of the last warrior you contracted. After that game, however, you may hire an Ally again as normal. If he survived the battle, then you may retain his services as detailed below.

**NB.** Allies may not gain promotions like regular Soldiers.

## Further Battles

If your Ally survives the battle, there is a chance you may retain his services, if you choose, for the next game you play. Firstly, you must take a Courage test for your leader, to see if he can convince the Ally to stay. If the test is failed, then the Ally departs and is removed from your Company record. If the test is passed, then you may purchase his services again, but this time for 1 IP less than normal. This can continue over several games with the IP cost dropping by 1 for each successful Courage test your leader makes, down to a minimum cost of 1 IP.

For example, the player of a Mordor Battle Company recruits an Orc Shaman for 4 IPs. After a successful battle, he passes a Courage test with his leader and rehires the Shaman for 3 IPs, and then 2 IPs after another game. However, if the Orc Shaman is then killed, not only must the Mordor player wait a turn before he can hire another Orc Shaman, but he must once again pay the normal price of 4 IPs.



### ▲ PART OF THE TEAM

*The more times an Ally fights beside your warriors, the cheaper he will become to hire.*





# Allies of Middle-earth™

## Orc Shaman (Evil, 4 IPs)



The magic of Orcs is violent and crude compared to that of Wizards. However, despite its base nature, it is powerful and effective, allowing a Shaman to paralyse his foes from afar and instill battle rage in his brethren.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
3/-	3	5	1	2	3	14cm/6"	-	3	1

### Wargear:

Spear  
Heavy armour

### Magical Powers:

When an Orc Shaman is recruited, roll a dice to determine which spell he knows. On a 1-3 it is Transfix, while on a 4-6 it is Fury. If you retain the same Shaman, he will use the same spell in all subsequent games. The rules for the Transfix power were presented in Pack 12's Playing the Game.

## Fury

### Dice score to use: 3+

This dire spell fills all those near to the Shaman with a great and terrible bloodlust. While this spell is in effect, any friendly model within 14cm/6" of the Shaman will automatically pass any Courage tests they are required to make. In addition, every time any of these models suffers a wound, roll a dice. On the score of a 6, the wound is ignored. These effects last until the Shaman loses a fight.

## Magician (Good, 3 IPs)

While the mastery of the magical arts is mostly the domain of powerful Wizards, like Gandalf the Grey and Saruman the White, there are those among the race of Men who have some small degree of arcane lore. These dabblers in the art are often known as Magicians, and have been known to sell their skills for gold or knowledge.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
2/-	3	3	1	1	3	14cm/6"	-	4	1

### Wargear:

Staff  
(Two-handed  
Weapon)

### Magical Powers:

When a Magician is hired, roll a dice to determine which spell he knows. On a 1-2 it is Immobilise, on a 3-4 Command and on a 5-6 Sorcerous Blast. If you retain the same Magician, he will use the same spell in all subsequent games. The rules for these powers were fully detailed in Pack 12's Playing the Game.







## Elven Scout (Good, 2 IPs)



Across the vastness of Middle-earth, the Elves continue to oppose Sauron and his multitudinous armies. Sometimes lone Elves will come to aid Men against the forces of the Dark Lord, in memory of the ancient alliance that once existed between these two races.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
6/3+	3	4	1	1	5	14cm/6"	-	-	-

### Wargear:

Elf bow  
Elven blade  
Armour

### Skills:

Elven Scouts have the Cunning Shot skill, detailed in the Moria Company List, reflecting their unparalleled skill with a bow.

## Cave Troll (Evil, 5 IPs)

These hulking brutes are often enslaved by the armies of Sauron and his allies. To a Battle Company that can afford to feed one, a Cave Troll can be a potent and deadly weapon against their foes.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
6/-	6	6	3	3	3	14cm/6"	-	-	-

### Wargear:

Troll Chain  
(See Pack 20 for details)

### Special Rules:

Sharing their home with a large proportion of Cave Trolls, Moria Battle Companies pay 1 IP less than normal when recruiting and retaining them, although this cannot reduce the cost below 1 IP.



## Dwarf Adventurer (Good, 2 IPs)



The Dwarfs of Middle-earth are well known for their love of gold and precious stones. Such can be their avarice that they are often prompted to become adventurers, seeking out treasures in the forgotten places of the world and sometimes offering their skills for a suitable reward.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
4/4+	3	7	1	1	4	12cm/5"	-	-	-

### Wargear:

Dwarf Armour  
Two-handed axe  
Throwing axes

### Skills:

Dwarf Adventurers have the Unstoppable skill, detailed in the Isengard Company List.





# Larger Battles

Detailed below is a guide for working out the points values of your Battle Companies, allowing you to field them alongside larger forces.

Once you have played numerous games with your Battle Company, and it has grown in size and strength, you may want to use it in larger games. Presented here are some rules that allow you to work out points values for your Heroes and Soldiers, so that they may be included in an army chosen from the 'Forces of...' lists, detailed in previous Packs of *Battle Games in Middle-earth*. To work out the points value for your Battle Company, follow the steps presented below.

## ► MASSED COMBAT

*It can be fun to include your Battle Company in big games, fighting alongside a larger force.*



## 1 Base Cost

To work out the value of each of your Heroes and Soldiers, you must first determine their base cost. This is equal to the points value of a warrior of the same type, chosen from the appropriate 'Forces of...' list. So, for example, an Orc Hero would have a base cost of 5 points, which is the cost of an Orc from the Forces of Mordor list in Pack 24.

**NB.** Allies cannot be included in this manner, unless they are already part of the 'Forces of...' list.

## 2 Increased Characteristics

- For each point of Might, Will or Fate they have, add 5 points to their base cost.
- For each additional point that has been added to their Fight, Strength, Defences and Courage characteristics, add 5 points to their base cost.
- For each additional Wound or Attack on their profile, add 10 points to their base cost.
- For each skill the Hero has, add 10 points to their base cost.

## 3 Equipment

Finally, add the cost of equipment to your Hero. The cost of his equipment is based on his total number of Attacks and Wounds, as detailed below.

### EQUIPMENT COSTS

Hand Weapon	Free
Warg, Horse	6/10 points
Spear, pike, two-handed weapon	1/5 points
Throwing weapon	1/5 points
Lance	1/5 points
Bow, Orc bow	1/5 points
Crossbow, longbow	2/5 points
Shield	1/5 points

If the Hero's Wounds plus Attacks totals three or more, use the second, higher points value.





## Mordor Battle Company

After building up his Battle Company into a formidable force, Jes has decided to incorporate his Heroes and Soldiers into a larger force. The first step for Jes was to work out the points value of his Company. Determining the cost of his Soldiers was a simple matter of finding their points value in the 'Forces of Mordor' list presented in Pack 24. To work out the value of his Orc Hero, Rutgar, Jes used the guide detailed on the previous page.

Adding this all together, Jes determines that Rutgar is worth a total of 70 points. Jes has also added the injuries Rutgar has sustained to his profile, which in this case causes a reduction to his Move characteristic.

### Rutgar, Orc Hero (70 points)



- Added to his base cost of 40 points, Rutgar has gained 2 point to his Fight value (+10), 1 point of Strength (+5), 1 point of Defence (+5), 1 point of Attack (+10) and 1 point of Courage (+5).

- Rutgar also has 1 point of Might (+5) and 2 points of Fate (+10).

- Additionally, Rutgar has the *Blade Master* skill (+10).

- He also carries a shield, which costs him 5 points because his Wounds added to his Attacks equal three.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
5/4+	4	5	2	1	4	12cm/5"	1	0	2

## Battle Company Ratings

During a campaign, it is important to work out the points value of your Battle Company, as some companies will be larger and more powerful than others and this must be taken into consideration. For every full 15 points of difference between two Battle Companies, the lower valued company can re-roll any one of their dice at any point during the game. Additionally, after the game, the smaller company receives 1 extra IP for every 15 points difference in value. Having worked out the cost of his Battle Company, Jes has created a 500 point competitive force based around Rutgar and his warriors.



### ▲ HOST OF EVIL

Jes's Orc Hero, Rutgar, is now ready to bring ruin and death to the enemies of Mordor on a much larger scale.





# Company Scenarios

During the course of its career, your Battle Company will embark on many adventures, from daring rescues to desperate pitched battles. In this Battle Game, we present a selection of special Battle Company scenarios.



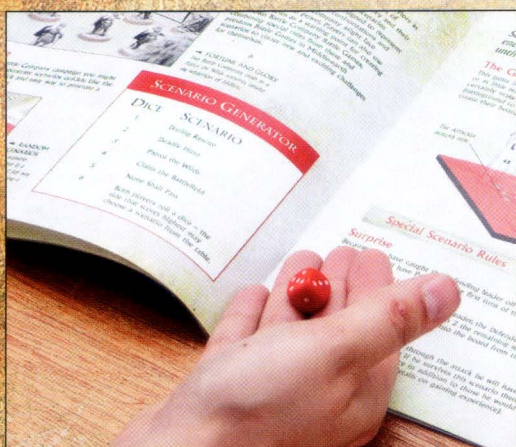
These Battle Games can reflect the struggles of a small band of warriors as they fight their way across the lands of Middle-earth, seeking fortune, glory and their lord's favour. Each of the five scenarios presented here has been designed to represent a range of the different confrontations and challenges a Battle Company might face during its rise to power. Players can also use these Battle Games as a starting point for creating their own Battle Company scenarios, combining special rules from these and previous *Battle Games in Middle-earth* scenarios to create new and exciting challenges for themselves.

## ◀ FORTUNE AND GLORY

Two Battle Companies clash in the 'Patrol the Wilds' scenario, amidst the wilderness of Ithilien.

## Quick Gaming

During the course of a Battle Company campaign you might find it useful to randomly generate scenarios quickly. Use the table presented here as a quick and easy way to generate a game for your Battle Company.



## ◀ RANDOM SCENARIOS

The scenario generator is a quick and fair way of determining a game to play.

## SCENARIO GENERATOR

DICE	SCENARIO
1	Daring Rescue
2	Deadly Hunt
3	Patrol the Wilds
4	Claim the Battlefield
5	None Shall Pass!
6	Both players roll a dice – the side that scores highest may choose a scenario from the table.





# Daring Rescue

*Scouting ahead of the Battle Company, your leader has stumbled into a large group of enemy warriors and has been surrounded. He must now try and hold back his attackers until the rest of his company can come to his rescue.*

## The Gaming Area

This game is played on a 120cm/4' square board and may contain as much or as little terrain as the players choose. More terrain, however, will certainly make the game more exciting, giving your warriors a diverse battleground to fight over. Players should also feel free to create their boards around a theme, using terrain like the

Osgiliath ruins or the Rohan houses and stables.

THE ATTACKER  
DEPLOYS HERE



REINFORCEMENTS  
ENTER HERE

THE DEFENDER  
DEPLOYS HERE

## Special Scenario Rules

### Surprise

Because they have caught the Defending leader off guard, the Attacker will have priority in the first turn of the game.

### To the Rescue

Hearing the cries for help from their leader, the Defender's Soldiers rush to his rescue. At the start of Turn 2, the remaining models in the Defender's company may move onto the board from the edge opposite that of the Attackers.

### Against the Odds

Should the Defenders' leader live through the attack he will have truly proven his skill and bravery. If he survives this scenario, he will earn 1 extra point of Experience in addition to those he would normally receive (See Pack 73 for details on gaining experience).

## Starting Positions

Before deploying models, both players roll a dice. The player that scores the lowest is the Defender, and places his leader – along with up to two of his Soldiers – within 8cm/3" of the centre of the board. The opposing player, who will be the Attacker, places his entire Company within 42cm/18" of one board edge.

## WINNING THE GAME

- The Attacker wins if, at the end of a turn, the Defender's leader is dead.
- The Defender wins if, at the end of a turn, the Attacker's Company has been reduced to below half its starting number of models.
- The Game is a draw if both players achieve their objectives in the same turn.





# Deadly Hunt

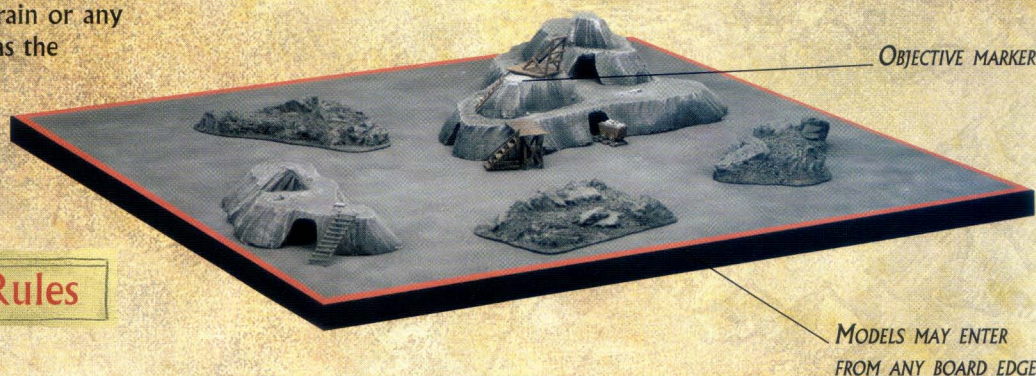
*Both Battle Companies have been sent to locate and secure an objective of vital importance to both sides. It is up to your leader and his warriors to find this objective as quickly as possible and drive off any attacks from their enemies.*

## The Gaming Area

This scenario is played on a 120cm/4' square board and may contain as much or as little terrain as the players choose. As with the 'Daring Rescue' scenario, more terrain can make for a more exciting game. In addition, you will need something to represent the objective – this can either be a piece of terrain or any other appropriate marker, such as the battlefield casualties from Pack 73's Modelling Workshop. Place the objective in the dead centre of the board.

## Starting Positions

Both players roll a dice. The player that scores the highest then chooses a board edge for his forces, his opponent taking the opposite board edge. The two remaining board edges will be considered the 'side edges' of the board. Models are placed on the table from Turn 1, as described in the special scenario rules. Players roll for priority as normal.



## Special Scenario Rules

### Wild Search

Both Battle Companies have split up their warriors to search for the objective. No models will start the game on the board. Instead, starting on Turn 1, both players roll a dice at the start of their Movement phase for each of their Heroes and Soldiers, and consult the Search table.

### SEARCH TABLE

DICE	RESULT
1-2	The model has been delayed and does not arrive this turn.
3	The model moves on from either side edge at a location chosen by your opponent.
4	The model moves on from either side edge at a location chosen by the controlling player.
5-6	The model moves onto the board edge from the controlling player's edge.

*'If in doubt,  
Meriadoc, always  
follow your nose.'*

GANDALF™

## WINNING THE GAME

- If, at the end of the current turn, one player has at least twice as many models as his opponent within 8cm/3" of the objective, then he is the winner.
- If it becomes impossible to achieve the objective, the result is a draw.





# Patrol the Wilds

*An encounter between two Battle Companies out on patrol quickly escalates into a bloody skirmish. Your leader is eager to take advantage of this chance meeting, crushing the enemy and driving them off in a decisive victory.*

## The Gaming Area

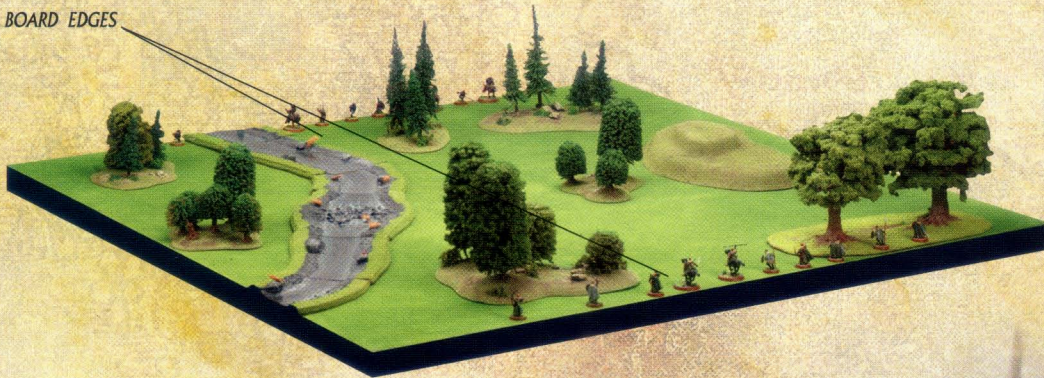
This scenario is played on a 120cm/4' square board and may contain as much or as little terrain as the players choose. As with the 'Daring Rescue' scenario, more terrain can make for a more exciting game.

## Starting Positions

Both players should roll a dice. The player that scores the highest then chooses a board edge for his forces, his opponent taking the opposite board edge. Player's should now roll for priority. In the first turn, players move all of their models onto the board from their edge.

**NB.** There are no special scenario rules for this Battle Game.

PLAYERS DEPLOY ON  
OPPOSITE BOARD EDGES



## WINNING THE GAME

- If, at the end of the current turn a player has reduced his opponent's Battle Company to one quarter of its starting number of models, then he is the winner.
- If both players' Battle Companies are reduced to one quarter of their starting strength in the same turn, then the game is a draw.







# Claim the Battlefield

*In the midst of a fierce battle between two mighty armies, the two Companies have been dispatched to clear and hold vital ground. To control the battlefield, your leader must move his warriors into position, forcing back the enemy.*

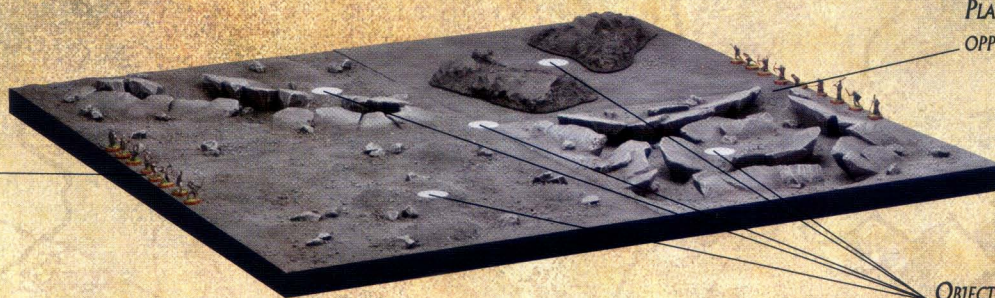
## The Gaming Area

This scenario is played on a 120cm/4' square board and may contain as much or as little terrain as the players choose. In addition, you will need five markers to represent objectives. Each marker should be about the size of a cavalry base. Place one marker in the centre of the board. Players then take it in turns to place the remaining markers on the board. They may be placed no closer than 14cm/6" to any board edge and no closer than 28cm/12" to another objective marker.

## Starting Positions

Both players roll a dice. The player that scores the highest then chooses a board edge for his forces, his opponent taking the opposite board edge. Players should now roll for priority. In the first turn, the players move all of their models onto the board from their edge.

PLAYERS DEPLOY ON  
OPPOSITE BOARD EDGES



PLAYERS DEPLOY ON  
OPPOSITE BOARD EDGES

OBJECTIVE MARKERS

## Special Scenario Rules

### Controlling the Objectives

To control an objective, a player must have more models within 8cm/3" of it than his opponent. To count, models must have their entire base within this distance.

### Desperate Battle

The larger conflict that the Battle Companies are part of could end suddenly at any time, bringing their own struggle abruptly to a close. At the end of any turn in which either Battle Company has been reduced to less than half of its starting number of models, roll a dice. On a 1 or a 2 the game ends. Otherwise, continue playing as normal.

## WINNING THE GAME

- The player that controls the most objectives at the end of the game is the winner.
- If both players control an equal number of objectives, then the game is a draw.





# None Shall Pass!

*A Battle Company has been charged with guarding a vital road, mountain pass or forest path. It is up to the leader of the Company to hold this passage against all enemies, while his foes must desperately try to fight their way past.*

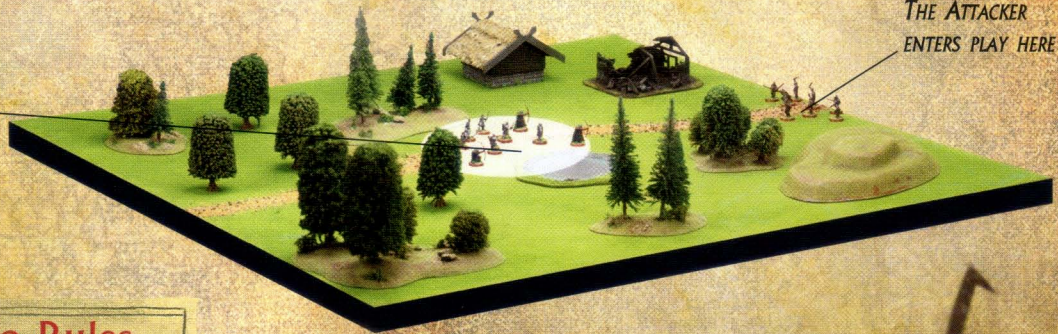
## The Gaming Area

This scenario is played on a 120cm/4' square board and may contain as much or as little terrain as the players choose. In addition, the players should either place a road bisecting the middle of the table, or clear a path in the terrain to represent one.

## Starting Positions

Before deploying models, both players roll a dice. The player that scores the lowest is the Defender and places his force within 14cm/6" of the centre of the road. The opposing player, who will be the Attacker, moves his entire Company onto the board in the first turn, from one end of the road.

THE DEFENDER  
DEPLOYS HERE



THE ATTACKER  
ENTERS PLAY HERE

## Special Scenario Rules

### Taking the Initiative

Even though the Defenders are guarding against attack they are not sure when their foes will arrive. In this scenario, the Attacker has priority in the first turn.

### Breakthrough

In this scenario, the Attacker must move as many models as possible off the table edge opposite his starting position, while the Defender must attempt to stop him.

## WINNING THE GAME

- If, at the end of the current turn, the Attacker has moved at least one third of his starting number of models off the table edge opposite his starting position, then he is the winner.
- If, at the end of the current turn, the Defender has reduced the Attacker's force to one third its starting number of models, then he is the winner.







# Converting Heroes

*In previous Packs you have experimented with converting your models. With the inclusion of the Heroes of Middle-earth conversion sprue in this Pack, you have an excellent opportunity to use these skills to create your own individualised models.*



**T**he Heroes of Middle-earth conversion sprue provides a variety of different heads and weapons that are ideal for use when making Battle Company characters, or unique figures of your own design. These pieces can be used individually, or in combinations, to provide you with miniatures that are otherwise unavailable, or are not covered by the regular game rules. Examples include Battle Company Magicians, or the distinctive lieutenant that Gothmog orders to meet the Corsair fleet at the Battle of the Pelennor Fields.

This Painting Workshop focuses on the techniques used to create converted models, including ways to get the most out of the Heroes of Middle-earth conversion kit. It can also be used to create Battle Company characters, such as the Elven Scout and Magician introduced in this Pack's Playing the Game. Finally, we will show you how to make and paint Gothmog's lieutenant.

## ◀ FACE OF EVIL

*The vicious scar that runs across this Orc's face vividly tells of the many battles he has fought and survived.*

## CONVERSION ESSENTIALS

### Essential Tools

Before you can effectively convert your models using the techniques shown here, there are a few tools and items of equipment you will need. The first of these is a sharp hobby knife – one with a narrow blade is most useful, as this allows you to get the sharp edge of the blade into the deepest folds and creases of your models. The next tool you will find useful is a pin vice. This will be used to pin the various pieces of your conversion together for strength. Good items to use for the pins themselves are paper-clips, as they are cheap and easily cut to the required length with a pair of clippers. As always, remember to be extremely careful when using sharp tools. Modelling putty can be very useful to cover any gaps that are left after altering your models. Finally, a well-stocked bits box can provide a wealth of parts for use in conversions.



◀ Using these tools will make converting your models much easier.





# Conversion Techniques

Here we show you some techniques you can use with the *Heroes of Middle-earth* conversion sprue, and how you can apply them to specific models.

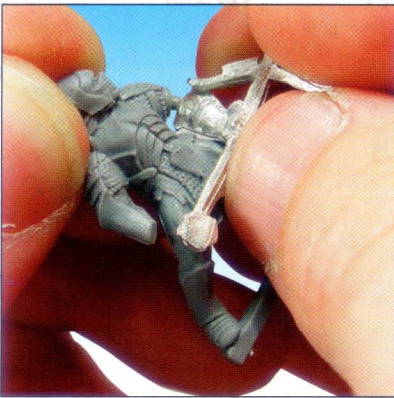
## Repositioning

One of the simplest conversion techniques is repositioning. This involves altering the look of the model by changing the position of body parts such as heads, arms and torsos. We used this technique to create an Orc Shaman from a normal plastic Orc Warrior by subtly changing the positioning of his weapon and right hand.

➤ Although it is only a small move, this alteration makes the positioning of the arm look more natural when not holding the weapon.



▲ Once painted, this model looks distinctive enough to be used as an Orc Shaman.



▲ The Uruk-hai crossbow has been specifically designed to replace the pike on one of the plastic models.



## Weapon Swaps

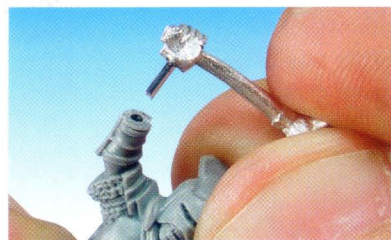
Another very simple technique is the swapping of weapons. The *Heroes of Middle-earth* conversion sprue provides maces that can be used to create distinctive Heroes and commanders. It also provides an Uruk-hai crossbow that will fit directly onto the body of one of your Uruk-hai pike-wielders. Combined with the Uruk-hai commander head that is included in the kit, you can make a variety of new and different captain models.

◀ These two Uruk-hai models show how different a model can look when given a new weapon.

## RECAP

### Pinning

When attaching metal parts to a plastic model, it is a good idea to pin the separate pieces into place, as shown in Packs 67 and 72. Using just superglue by itself may not provide a strong enough join between metal and plastic. However, inserting a pin can provide the extra strength needed to ensure the two pieces remain joined even when knocked.



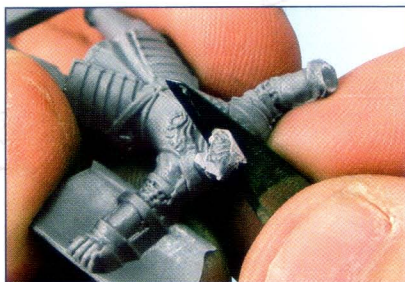
◀ A small piece of paper-clip wire should be sufficient to hold these two pieces in place.



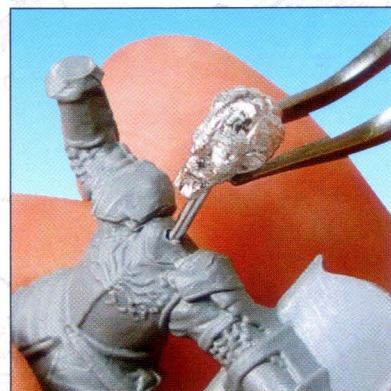


## Head Swaps

The Heroes of Middle-earth conversion sprue includes several heads that can be placed onto plastic miniatures, creating new models. Care should be taken when removing the miniature's existing head, not just for safety reasons but also to create the best surface to place the new head upon. Start by clipping most of the head off and then begin to shave away the rest of the head with a sharp craft knife. However, remember to take considerable care when doing this. Once you have shaved away all the unwanted parts of the head, the new head can be pinned in place.



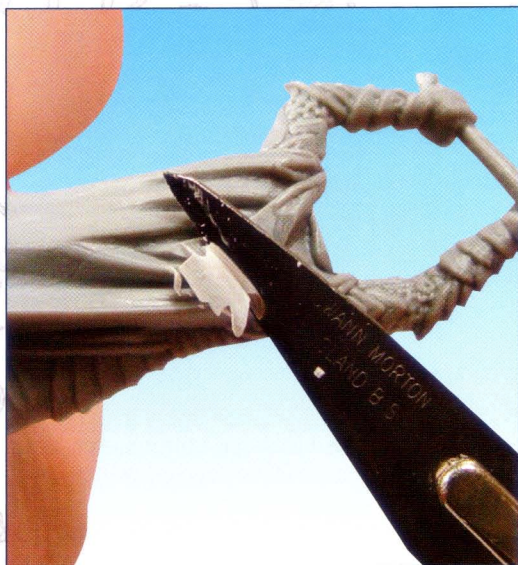
◀ Carefully shave away the remaining parts of the head so that a suitable area remains to attach the new head to.



➤ Once painted, this Gondorian warrior looks like a veteran campaigner of many years.



▲ Here you can see how the old head was cleared away before the new one is attached.



◀ Making a flat area on the Elf's back will help the bow and quiver attach properly.



## Paint Scheme

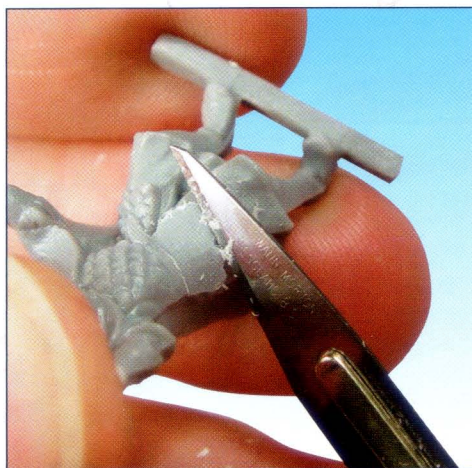
Changing the model's colour scheme can further alter the final look of your converted model. For example, to create an Elven Scout you can take the head off a plastic Elf Warrior and replace it with the Elven head from the conversion sprue, and then attach the bow and quiver to his back. His banded armour can be painted to look like leather, and the robes and sash can be painted green. Finally, his cloak is painted in the same way as Merry and Pippin's from Pack 73.

◀ The paint scheme chosen for this model is significantly different to that of a normal Elven Warrior.

## Shaving Armour

The look of certain models can be significantly changed by carefully altering the clothing and armour sculpted onto the model. This is how the Magician was created. First, the scale armour was shaved away using a craft knife. Next, the knife blade was drawn sideways across the area to create a smooth surface. Finally, the area is painted as cloth to complete the conversion.

➤ Running the blade sideways shaves the area flat.



▲ The staff is made from a Gondorian Warrior's spear with the point cut off.





# Gothmog's™ Lieutenant

*Gothmog's lieutenant is a unique character – with his battle-scarred face and distinctive scythe weapon, he clearly stands out on the battlefield. Here, we show you how to use the Heroes of Middle-earth conversion kit to create this Orc warrior.*

## 1 Head Swap

The components used to create Gothmog's Lieutenant are specifically designed to go onto one of the plastic Orc models wielding a two-handed weapon. Take one of these bodies and carefully shave away the head as shown on page 16, before pinning the new one in place.

➤ Carefully shave away the original head and hair to make way for the model's new head.



## 2 Weapon Swap

The Lieutenant's distinctive scythe weapon is designed to fit onto the body in exactly the same way as the plastic two-handed weapons would. To give the join extra strength, the weapon can be pinned in place using the technique shown on page 15. Once assembled, the model is ready to be painted.

➤ The metal weapon fits onto the body in the same way as the plastic two-handed weapons.



## 3 Painting

The clothes and armour of the model can be painted in exactly the same way as the Orcs from Pack 72. This colour scheme will tie the model in with the rest of the Morgul horde. His face and hands are painted using a mix of Bubonic Brown and Vomit Brown, shaded by adding a touch of Chaos Black and highlighted by adding first Bleached Bone and then Skull White to the base colour.



➤ Once the skin tone has been applied, dark paint can be carefully painted into the scar.

*'Late as usual! Pirate scum!  
There's knife work here  
that needs doing!'*

GOTHMOG'S™ LIEUTENANT



➤ Here is the final model, painted and based.





# Dioramas

*The Lord of the Rings films are filled with many memorable moments, from the daring heroics of characters, to mighty battles between good and evil. Here we show you how to use your modelling skills to recreate these dramatic scenes with dioramas.*



When you play a Battle Game using miniatures and terrain, you are telling a story, such as an exciting clash between the armies of Gondor and Mordor, or part of Frodo's perilous journey to Mount Doom to destroy The One Ring. A diorama can be imagined to be a scene from such a game, using appropriate models and terrain permanently built onto a base. For example, you could make a diorama of Frodo facing the Witch-king at Weathertop, using the relevant miniatures modelled onto a base created to look like a section of Amon Sûl. The advantage of a diorama over simply arranging painted models onto a piece of terrain is that you can add a greater level of detail to both the scenery and miniatures. In the above example, for instance, Frodo and the Witch-king could both be converted to better interact with their surroundings.

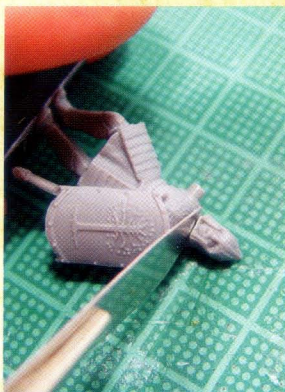
## ◀ HEROIC TALES

*The world of Middle-earth is full of stories of heroes and villains, all of which can be suitable ideas for a diorama.*

## YOU WILL NEED

### Converting

In this Pack's Painting Workshop, we detail a range of ways to convert your models. These techniques form an important part of creating a diorama and will help you to integrate your figures into the scenes you create. You can also refer to previous Painting Workshops, such as those presented in Packs 33, 41 and 66, for more tips on how to convert your models.



## ◀ UNIQUE MODELS

*When creating a diorama, you may need to convert any models you use.*





## Telling a Story

Creating a diorama is a combination of your terrain building, model converting and painting skills, mixed with a good deal of imagination. A diorama can be whatever you want it to be, and because there are so many possibilities when creating a diorama, we present some ideas and guidelines here to help you.

The first thing you will need to do is think about what your diorama is going to be about. The easiest basis for one is often a dramatic combat scene, such as Aragorn fighting Lurtz at Amon Hen, or perhaps Gandalf and Pippin holding the walls at Minas Tirith. However, it could be any memorable moment from the films, such as Frodo and his companions hiding from the Ringwraith on the East Road, or Aragorn's meeting with the King of the Dead. The only limit on what you choose to create is your imagination.



### ► AMBUSH AT AMON HEN

*This diorama recreates the tragic death of Boromir at Amon Hen.*



### ► SCENIC BASE

*Trees, rocks and bushes have all been added to this base to create the gully at Amon Hen.*

## Creating a Scene

One of the best ways to start building your diorama is from the ground up, which means starting with the base. The base for a diorama is simply a piece of terrain created to represent a specific location or scene, which will then have miniatures added to it. The size of the base can vary, depending entirely on what you need to represent. The most important thing to remember is that the base is as much a part of the story you are trying to create as the models that will go on it. This can be represented by the fine details you add to it.

## Bringing it all Together

When you add miniatures to your diorama, try to integrate them with the base, making them as natural a part of it as possible. To truly convey your story, the miniatures should interact both with the terrain and each other. This can be as simple as repositioning the models so that they are making eye contact, or so they are resting on fences and rocks, up to more detailed approaches like converting your figures so that they are partially submerged in water or locked in combat.



### ◀ FEET ON THE GROUND

*The bases of these models have been removed to better model the figures into the terrain.*





# Diorama Showcase

Here we present some of the endless possibilities for dioramas based around The Lord of the Rings films. We will look at some of the special considerations and techniques used in their creation.



## Riders of Rohan

This diorama is a good example of a battle scene where the models have been positioned to convey the dynamic chaos of combat. You can see how the models seem to be aware of their surroundings, each one looking at another. This in turn strengthens the story as each of the figures appears to be frozen in mid-action. The addition of Merry and Pippin also anchors the diorama in the films and adds to the narrative of the scene.



### ◀ DRAMATIC POSES

The arrow in the Uruk's chest strengthens the interaction between him and the Rider with the bow.

## The Bridge at Khazad-dûm

This memorable moment from *The Fellowship of The Ring* has been captured in this model, with the fiery Balrog advancing on the defiant Gandalf. The base for this diorama has been created to closely resemble the Bridge of Khazad-dûm from the film. This kind of attention to detail can really enhance the final appearance of a diorama.

### ◀ INSPIRATIONAL SCENE

Here you can see how closely this diorama has been modelled to represent the dramatic moment from the film where Gandalf confronts the Balrog.





## Gollum, Sam and Frodo

Another element to consider when making a diorama is the lighting effects. In this model, the terrain and miniatures have been painted to give the impression that it is the dead of night and their camp is only lit by the fire. Effects like these can allow you to represent the glow of flame or the light of the moon reflected on the faces of your models, further adding to the scene you are trying to create.



### ▲ REFLECTED LIGHT

Gollum's face has been painted to represent the light from the fire reflecting off his skin and eyes.



### ▲ COMPANIONS IN ARMS

Most of the figures in this model have been converted to make them look more dynamic.



## Balin's Tomb

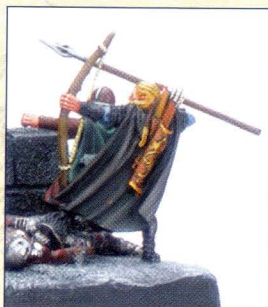
In one of their defining moments, The Fellowship defend Balin's Tomb, deep in the Mines of Moria. This scene is recreated here in exact detail, showing off the poses and positioning of each member of the company. This is also an example of how even a relatively simple base can be embellished with details, such as broken weapons, debris and the corpse of a long-dead dwarf.

## The Battle of Helm's Deep

This Helm's Deep diorama is an example of a more elaborate base. A section of the fortress wall has been built to create a furious moment from the siege. The height of the wall also allows the addition of such features as ladders, some of which have been positioned to give the impression they are falling. This kind of simulated action helps to bring the story of the model alive.

### ► FINE DETAILS

This diorama includes such fine details as a string on Legolas' bow.





# IN YOUR NEXT GAMING PACK...

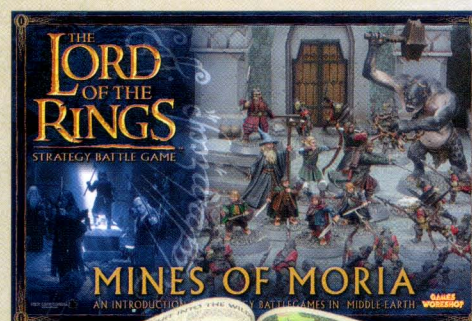
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## THE LORD OF THE RINGS STRATEGY BATTLE GAME

The adventure continues in *The Mines of Moria* – the latest part of *The Lord of the Rings* tabletop gaming hobby. This set contains the exclusive Fellowship of The Ring and Cave Troll, pictured below.



For more information ring 0115 91 40000 or visit: [www.games-workshop.com](http://www.games-workshop.com)



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