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BATTLE GAMES 81

— in Middle-earth™ —



GLORFINDEL FACES THE
FURY OF MORDOR!

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THE LORD OF THE RINGS

BATTLE GAMES 81

— in Middle-earth —

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The Long Retreat

The Elves are an ancient and proud race, whose history stretches back to the very origins of the world. For years uncounted they have dwelt in Middle-earth. However, with the rise of the Dark Lord, their time is coming to an end.

*‘They’re going... beyond
the White Towers.
To the Grey Havens.’*

FRODO™

are, however, those Elves who linger, such as Glorfindel, Elrond and his daughter Arwen. While they yearn to join their kin and travel west, they know there is still aid and guidance they can offer to the Free Peoples in their war against Sauron.

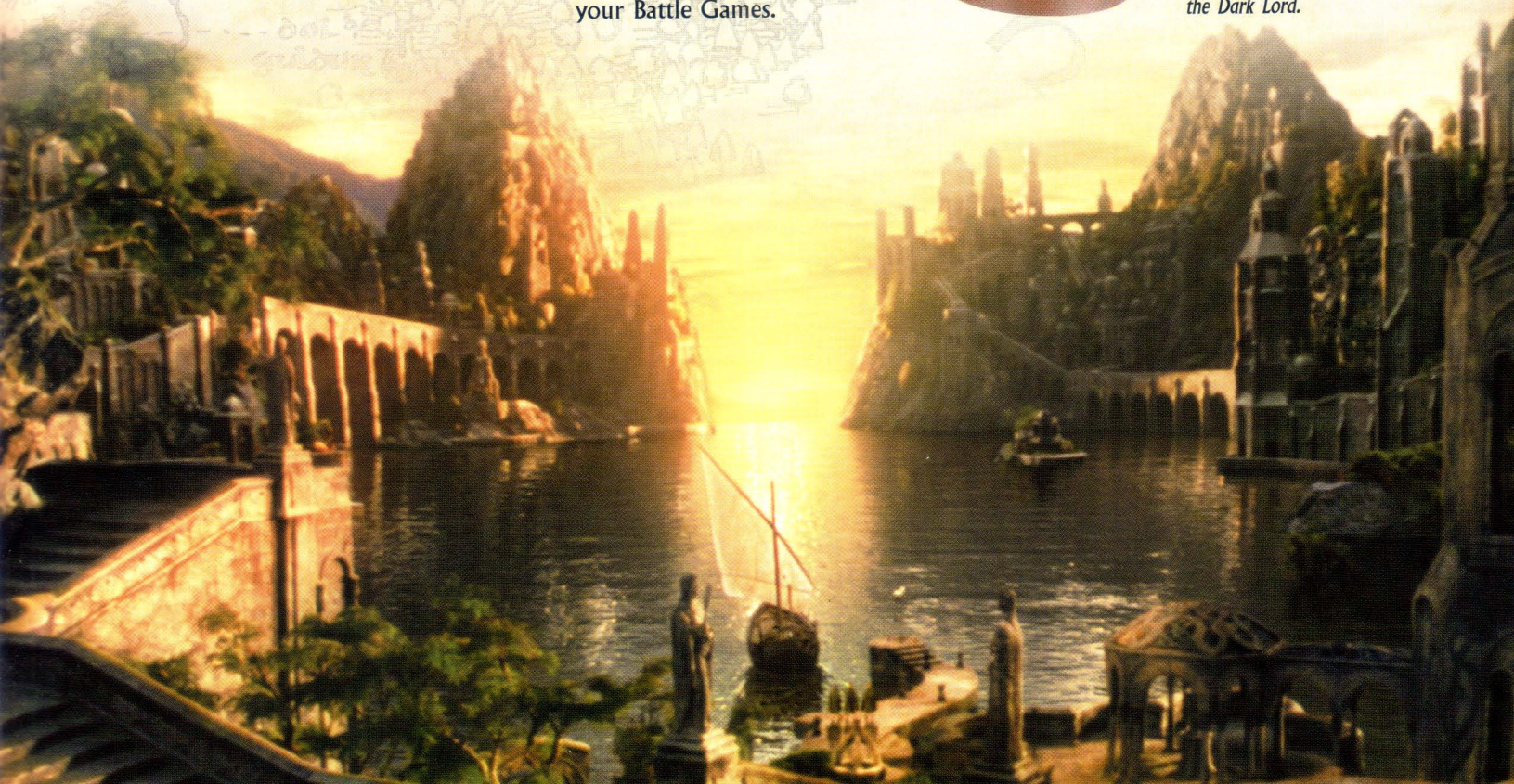
In this Pack’s Playing the Game, we present the profiles of the powerful Elven Heroes Glorfindel, Gildor, Elladan and Elrohir for use in your games. In the Battle Game, Glorfindel and his company of Elves prove their cunning and skill as they stand against two enemy forces in a dramatic fight for survival. In the Painting Workshop, we present a step-by-step guide to painting your Glorfindel miniature, while in the Modelling Workshop, you will learn how to build an impressive Rivendell hall for use in your Battle Games.

For thousands of years the Elves of Middle-earth have fought the forces of the Enemy, defending their ancient settlements against the spreading shadow of Mordor. However, their numbers are dwindling and the time has come for them to leave these mortal lands for distant shores and safer climes. This long retreat has been going on for hundreds of years, as groups of Elves make the dangerous journey to the Grey Havens, in order to set sail across the Western Sea. This exodus will slowly but surely mark the disappearance of Elfkind from Middle-earth, leaving only the crumbling ruins of their outposts and the faint shadow of their memory. There



◀ WANDERING ELVES

Although most Elves are leaving Middle-earth, some, like Glorfindel, continue to fight against the Dark Lord.





Defenders of Rivendell™

Rivendell is one of the few remaining Elven strongholds in Middle-earth. Not only is it home to Elrond, but also his twin sons, Elladan and Elrohir. Here we provide all the gaming information you need to use these defenders of Rivendell.



Rivendell – known as Imladris in the Elven tongue – has been a refuge to Elves and a few select Men for centuries. The master of Rivendell, Lord Elrond, is the bearer of one of the three Elven Rings of Power – Vilya, the Ring of Sapphire – which he uses to keep Rivendell safe from the servants of Sauron. Rivendell is also guarded by many valiant warriors. Foremost among these heroes are Elladan and Elrohir, the twin sons of Elrond, whose flashing blades have protected their father's home for centuries. One of the most renowned of all the Elven Lords is Glorfindel, one of the few in Rivendell able to oppose the Nine.

◀ ELVEN STRONGHOLD

Rivendell is one of the few remaining Elven strongholds in Middle-earth.

Using the Defenders of Rivendell

Although the characters and troops presented here are described as defenders of Rivendell, they could all easily be used in any of your Battle Games. For example, while it is not portrayed in *The Lord of the Rings* movies, Elladan and Elrohir came to Aragorn's aid at the Battle of the Pelennor Fields. With a little imagination, the Elves of Rivendell could feasibly be used in any number of scenarios.

▶ OLD COMPANIONS

Elladan and Elrohir join King Elessar during the Battle of the Pelennor Fields.





Glorfindel (Points value: 130)



Glorfindel is an Elven prince and one of the few left in Rivendell who can openly ride against the Nine. His power and martial prowess is second only to Lord Elrond, and those creatures that have the power to see beyond his mortal form behold a being of terrible power, who burns with a pure white light.

F	S	D	A	W	C	Move	M	W	F
7/-	4	6	3	3	7	14cm/6"	3	3	3

Wargear:

Elven Blade (See Pack 35)

Options:

Asfaloth (horse) 10pts

Special Rules:

Lineage of the Firstborn

Woodland Creature (See Pack 35)

Gildor Inglorion (Points value: 80)

Gildor is a noble Elven prince. However, despite his high-born station, he chooses to live in the wilds with a band of fellow Elves, hunting for Orcs and Trolls.

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

Wargear:

Elven Blade (See Pack 35)

Elven Cloak (See Pack 62)

Special Rules:

Lineage of the Firstborn

Woodland Creature (See Pack 35)

Magical Powers:

Immobilise (See Pack 12)



► TERRIBLE POWER

Gildor spends his free point of Will to cast Immobilise on the Troll, before charging into combat.

Lineage of the Firstborn

Glorfindel and Gildor are ancient Elves, descended from noble lines of powerful High Elves, and the power these ancestors commanded flows in their veins.

- They may spend a single point of Will each turn without reducing their total. In effect, they may spend a free point of Will each turn.
- So awesome is the aura of power that surrounds them that Glorfindel and Gildor inspire Terror in all Evil creatures.



Mount
gund... 22

Elladan and Elrohir (Points value: 140 for both)



Elladan and Elrohir are the identical twin sons of Elrond. The fearless pair have long been allies of Aragorn and the other Rangers of the North, readily lending their martial skills to the fight against Evil. Such is their skill at arms that the pair have mastered the art of wielding two Elven Blades at the same time.

	F	S	D	A	W	C	Move	M	W	F
Elladan	6/3+	4	5	2	2	6	14cm/6"	3	2	2
Elrohir	6/3+	4	5	2	2	6	14cm/6"	3	2	2

Wargear:

A pair of Elven Blades.

Special Rules:

Woodland Creature (see Pack 35),
Twin Elven Blades, Unbreakable Bond,
Inseparable

Options:

Elven Cloak (See Pack 62) 10pts
Horse 10pts
Elven Bow 5pts

Twin Elven Blades

Elladan and Elrohir are Elven blade-masters, able to wield their weapons with dazzling speed, and employ a variety of martial styles. At the start of each Fight phase the Good player must decide how each of the twins will use their weapons. There are three styles to choose from, and they may both use a different style if the Good player wishes.

● Attacking with Two Blades

A twin fighting with two Elven Blades gains an additional attack, for a total of 3.

● Attacking with One Blade

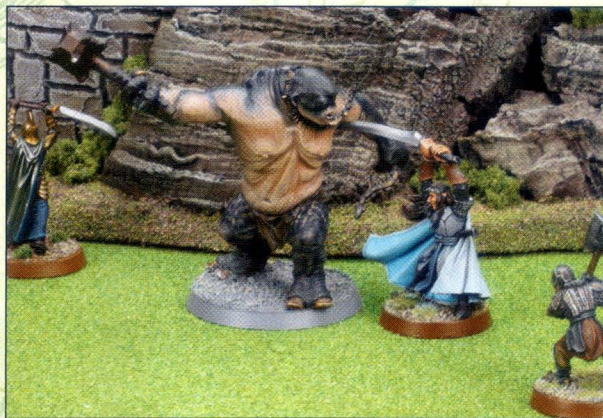
A twin fighting with only one Elven Blade will use it in two hands, subtracting 1 from his Combat score, but adding 1 to his rolls on the Wound table.

● Defending with Two Blades

A twin who is defending follows the rules for a model that is Shielding. He doubles his attacks (to 4) but will not strike any blows if he wins the combat.

► DEFENDING

Elrohir's Defending ability allows him to use the Shielding special rule, described in Pack 9, just as though he were a model equipped with a shield.



◀ ONE BLADE

Elladan uses his Elven Blade two-handed, giving him +1 to his roll on the Wound chart against the Troll.





*'They are fair
and gallant as
Elven Lords...
the sons of Elrond.'*

LEGOLAS™

Inseparable

Elladan and Elrohir are inseparable, and although they do not have to remain together on the battlefield, one cannot be used in a Battle Game without the other. This is reflected in the single points value for the pair.

► **INSEPARABLE**
Elladan and Elrohir can only be used as a pair in your Battle Games.



Unbreakable Bond

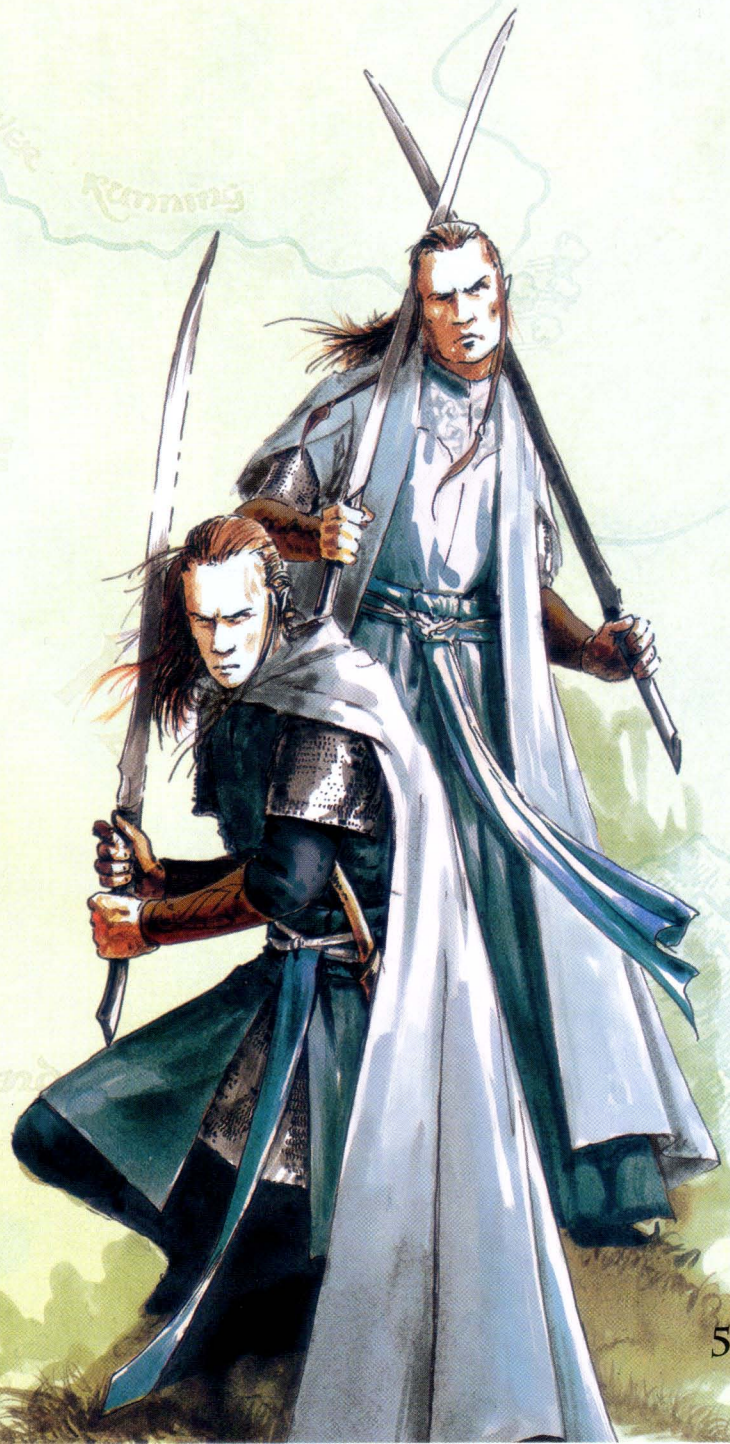
If one of the twins is killed, the other will be consumed with grief and enter a berserk fury. Adjust the surviving twin's profile as described below.

- Increase the surviving twin's Strength to 5.
- Reduce his Defence to 4.
- He automatically passes any Courage tests he is required to take.
- He may no longer use the 'Defending with Two Blades' fighting style. In addition, the Good player will no longer control what the surviving twin does in battle. Instead, follow the rule below:

He must move towards the model that killed his sibling, and charge it if possible. Should this model be killed, he will charge the closest Evil model and attack that. He will continue to do this for the rest of the game.



▲ **GRIEF-STRICKEN**
Elladan automatically passes his Courage test to charge the Ringwraith that killed his brother.





Surrounded!

Long before *The War of The Ring*, Sauron's evil minions scoured Middle-earth in search of The One Ring and those who took it from him. In this Battle Game, Glorfindel defends the lands of Rivendell from an attack by the Dark Lord's minions.



When two warbands of Orcs and Goblins breach the borders of Rivendell, it falls to the mighty Glorfindel to vanquish them before they can attack the House of Elrond. Glorfindel has lured both raiding forces into attacking an abandoned Elven hall, far from the heart of Rivendell. With night falling and the evil forces showing no signs of slowing their advance, Glorfindel and his warriors prepare for the attack.

In this Battle Game, the Good player will take control of Glorfindel and a force of Elves from Rivendell. For the Evil player, this scenario presents new challenges in the form of an Evil force divided into two distinct halves. This Battle Game also provides an opportunity to play with a third player, further adding to the challenge.

◀ TREACHERY!

The Elves of Rivendell defend their lands from Orc and Goblin invaders.

THE COMBATANTS

For this Battle Game, the Good player will need the Glorfindel model from this Pack, and the Elladan, Elrohir and Gildor card figures from Pack 80. He will also need all 16 Elf models from Packs 2 and 44, and the eight Elf card figures from Pack 35.

The Evil player will need the Gorbag and Shagrat models from Packs 48 and 49, which will represent Orc Captains, and 18 Mordor Orcs from Packs 24, 41 and 72. He will also need all six of the Warg Rider models from Packs 68 and 69, along with all 24 of the Moria Goblin models from Packs 1 and 20. Finally, the Evil player will need the Cave Troll card figure from Pack 21, and the Moria Goblin Captain card figure from Pack 2.

► EVIL INVADERS

Orcs and Goblins relish the chance to attack the Elves of Rivendell.



◀ ELVEN LORD

A metal Glorfindel model is included in this Pack of Battle Games in Middle-earth.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Glorfindel	7/-	4	6	3	3	7	14cm/6"	3	3	3
Elladan	6/3+	4	5	2	2	6	14cm/6"	3	2	2
Elrohir	6/3+	4	5	2	2	6	14cm/6"	3	2	2
Gildor	6/-	4	4	2	2	6	14cm/6"	1	4	1
Elf Warrior	6/3+	3	5	1	1	5	14cm/6"	-	-	-
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Mordor Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Warg Rider	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Warg	0/-	4	4	0	1	2	24cm/10"	-	-	-
Moria										
Goblin Captain	3/5+	4	5	2	2	3	12cm/5"	2	1	1
Moria Goblin	2/5+	3	4	1	1	2	12cm/5"	-	-	-
Cave Troll	6/5+	6	6	3	3	3	14cm/6"	-	-	-

NB. All warriors are armed and armoured as depicted on the models. Warriors with a shield, if they do not have one as part of their standard equipment, add 1 point to their Defence value.

The Gaming Area

This Battle Game is played on a 180cm/6' by 112cm/4' board. Position the Elven hall in the centre of the board and place other suitable terrain pieces, such as hills, small patches of woodland and rocks, around the board as desired.

Starting Positions

Place the Elves anywhere within 24cm/10" of the Elven hall. The Orcs are placed along one of the two short board edges, the Moria Goblins are placed along the opposite short edge.





Special Scenario Rules

Uncoordinated Attack

Ordinarily there are two forces in a Battle Game – Good and Evil. However, in this scenario, the Evil force is split further into two distinct factions, one of Moria Goblins and one of Orcs. These Evil factions are treated as two separate forces for the purposes of priority rolls, Courage tests and Heroic actions.

● Priority Rolls

Because there are three forces in this Battle Game, establishing priority is worked out a little differently. The Good player will roll one dice and the Evil player rolls two – one for the Orcs and one for the Goblins. The force that rolls highest has won priority, the force that scores second highest goes second, and the force that rolls lowest is last. As usual, if two rolls are tied, and one of the tying players had priority last turn, the other player will go before him.

In the event that neither of the two tying forces had priority last turn, they should both roll a dice, and the highest scoring faction goes before the other. Should all three forces tie then the force that had priority in the previous turn goes last in this turn and the other two forces roll as above.

● Courage Tests

When one of the two Evil warbands has been reduced to below half of its starting number, only the models from that force must make Courage tests in order to act. The other warband will be unaffected. The full rules for Courage tests can be found in Pack 10.

● Heroic Actions

When an Evil Hero initiates a Heroic Action that affects other Evil models, then only models from the same force as the Hero making the action are affected by it.

► CHARGE

Because the Cave Troll is not part of the Orc force it cannot join the Orc Captain's Heroic move.

EVIL FORCES

THE ORC FORCE CONSISTS OF:

- 2 Orc Captains
- 18 Orcs
- 6 Wargs

THE GOBLIN FORCE CONSISTS OF:

- 24 Moria Goblins
- 1 Cave Troll
- 1 Moria Goblin Captain



◀ **UNCARING**
Although the Goblins have been reduced to below half of their starting number, the Orcs do not need to test their Courage.

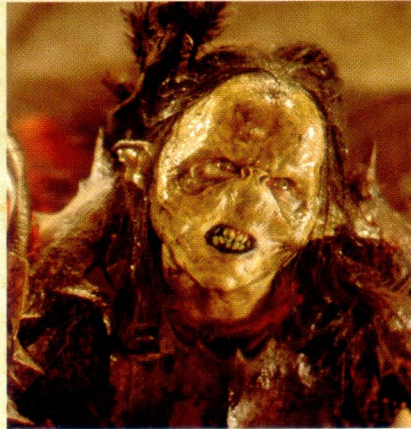




Twilight

This Battle Game takes place just as the sun is beginning to set on the horizon. To represent this, you can use the Twilight battlefield effect described in Pack 65. This means that the players should roll a dice at the start of the game and add 3 to the result to determine how many turns of the game will be played before the Night Fighting rules take effect.

EXCEPTION TO THE RULE



Creatures of the Night

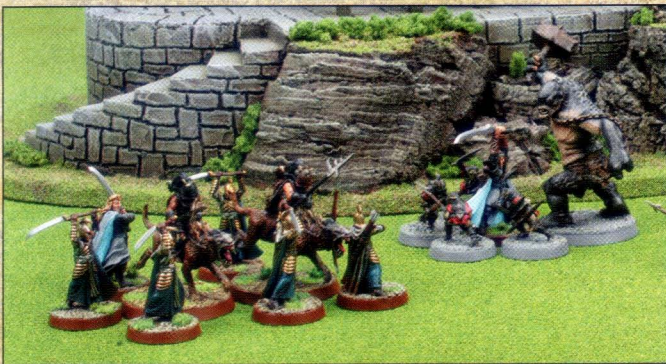
Moria Goblins are one of the few types of creature in Middle-earth that are able to see as well in darkness as in daylight. Ordinarily, when using the Night Fighting rules, a model needs to score a 4 or more on a dice in order to shoot at or charge another model. As they are a subterranean race who spend much of their lives in caves and other dark places, Moria Goblins are not affected by these rules, and may charge and shoot Good models unhindered.

WINNING THE GAME

- The Good player wins by killing half of both the Orc and Goblin warbands – this means he needs to kill 16 models from the Orc warband and 13 from the Goblin warband.
- The Evil player wins by killing all four of the Elven Heroes.

Multiple Players

Because the Evil force is divided into two distinct forces, a third player could participate in the Battle Game and control either the Orc or Goblin warband. If you choose to play this way, the Evil players' goals to win the game change slightly and the force that killed the most Elven Heroes will be the winner out of the two. By killing two Elven Heroes each, the Evil players will draw.



▲ RIVALRY

Ignoring the beleaguered Orc Warg riders, the Goblins and Cave Troll attack Elladan, eager to secure victory.





Tactics

By splitting the Evil force and including the Night Fighting rules, this Battle Game becomes a challenging one for both the Good and Evil forces. Here, we look at some of the tactics each side could try in order to secure victory.

1 Concentrate Your Forces

When facing an enemy on two fronts, it may be tempting for the Good player to split his own force into two groups to deal with them. While this will mean that all the combat will be roughly equal, it will rob the Good player of a significant tactical advantage. The Good player could try concentrating his superior numbers against just one of the Evil warbands at a time. This kind of tactic is sometimes called 'refusing the flank'. While it is a risky tactic to employ, since it allows the other Evil force to advance unchecked, if you can quickly and decisively eliminate one Evil force, you will have a much easier time attacking the other.



◀ REFUSED FLANK

The Elves advance towards the Orcs, ignoring the Goblins for the moment.

2 Hit and Run

Because the biggest threat to the advancing Evil forces is concentrated Elven bow fire, the Evil player could try to use his fast-moving Wargs to engage as many of the Elven archers as possible. Although this will put the Wargs beyond the aid of the rest of the Orc force, by attacking the Elven archers and then retreating you may be able to distract the Good player, allowing the rest of the Evil force to advance.



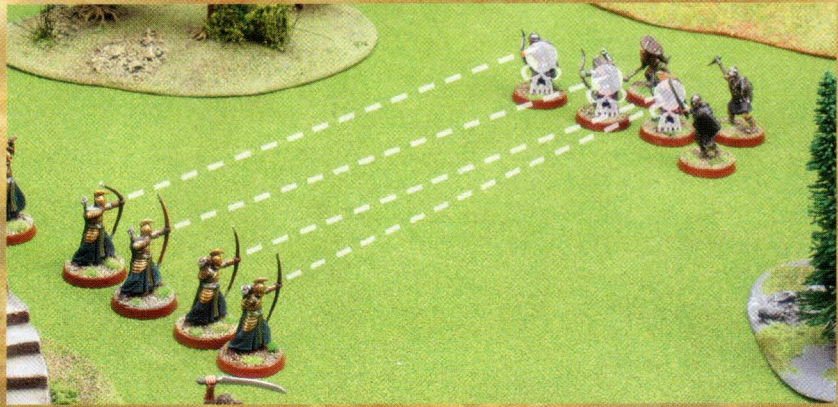
▲ HIT AND RUN

The Wargs pounce on the Elven archers, and then retreat before the swordsmen can attack them.



3 Easy Kills

In order for the Good player to win the game, he will need to eliminate 12 models from the Orc force and 13 from the Goblin force, although the threat posed by the Evil Heroes and monsters should not be ignored. By attacking the Evil forces' weakest models, such as those without shields, the Good player can reduce the number of tougher models he will need to kill to secure victory.



▲ PICK YOUR TARGETS

By focusing their fire against the Orcs without shields, the Elven archers are more likely to inflict casualties.



4 Nightfall

Although the Moria Goblins will have a hard time fighting the Elves in the first few turns, once the sun goes down the Moria Goblins' ability to see perfectly well in the dark will give them a significant advantage. Because they can shoot and charge the Elves without having to test to see them, the Evil player can maximise his weight of numbers against just a few opponents. In order to help the Goblins survive until nightfall, the Evil player could try hanging back a little with the Goblins and keeping them behind cover for as long as possible as they advance on the Elves.



▲ NIGHT FIGHTERS

The Moria Goblins are unaffected by the darkness and can all charge Glorfindel. However, the nearby Elves must pass a Spotting test before they can charge in to help him.



Glorfindel™

Few are powerful enough to stand against the Ringwraiths and survive, but the noble Elf Lord Glorfindel has a power that even the Witch-king has been known to shrink from. Here, we show you how to paint your Glorfindel model.



Rivendell is home to many Elves and provides a safe haven for them in the wilds of the north. Chief among the warriors that dwell there is Glorfindel. Powerful and of noble bearing, his reputation is such that all the minions of the Dark Lord now fear him. During the events of *The Fellowship of The Ring*, Elrond charged his greatest warriors to find and help the Ringbearer reach Rivendell, and Glorfindel was the first to set out. Here, we show you how to paint your Glorfindel model, dressed as he was for that journey.

◀ FEARSOME WARRIOR

Even the Witch-king of Angmar fears facing the Elf Lord Glorfindel in open combat.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
ENCHANTED BLUE
ICE BLUE
SKULL WHITE
CODEX GREY
FORTRESS GREY
LICHE PURPLE
SHADOW GREY

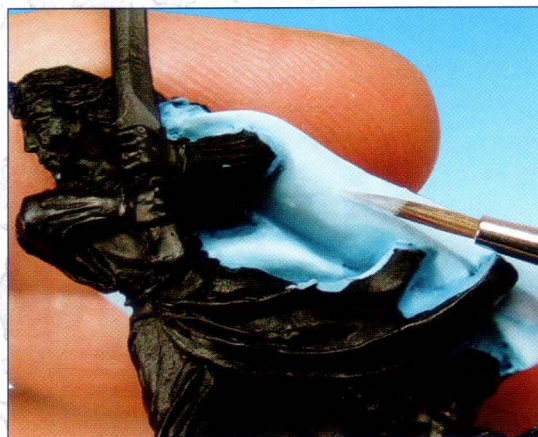
CHAINMAIL
BESTIAL BROWN
TANNED FLESH
DWARF FLESH
ELF FLESH
SNAKEBITE LEATHER
VOMIT BROWN
BUBONIC BROWN

BLEACHED BONE
SPACE WOLVES GREY
SHINING GOLD
FLESH WASH
BURNISHED GOLD
MITHRIL SILVER
BOLTGUN METAL
SCORCHED BROWN

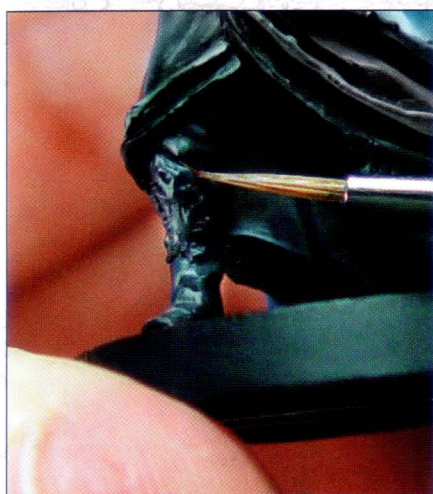


1 Inner Cloak

Once the model has been undercoated with Chaos Black, the inside of Glorfindel's cloak can be painted. Mix Enchanted Blue with Ice Blue to create the light blue base colour, then paint this onto the inner cloak. Using the blending technique, add more Ice Blue to the base colour and begin applying thin highlight layers. Next, start adding some Skull White into the mix, gradually lightening the tone and applying it as highlights. Do not blend all the way up to pure Skull White, as you want the cloak to retain its blue tone.



◀ Try not to make the shade tone too dark, as you still want to maintain the overall light blue colour of the inner cloak.



▲ The detail on Glorfindel's boots will be painted gold in Step 9.



2 Dark Clothing

Glorfindel's boots, trousers and inner robe are all a very dark grey. Create a suitable base colour for these areas by mixing Codex Grey and Chaos Black. Add more Codex Grey to the mix for the highlight colours and apply this tone, using the blending technique, to the edges. A final highlight of Codex Grey can be applied to the very edges.

◀ Highlight only the very edges of the robe, in order to maintain its overall dark appearance.

*'On his brow sat wisdom,
and in his hand
was strength.'*

THE LORD OF THE RINGS™

3 Outer Robes

Glorfindel's outer robes are a much lighter grey in contrast to his inner robes. To paint them, start by mixing Fortress Grey with a small amount of Codex Grey and applying this as a base colour. Next, apply a layer of highlights, this time with more Fortress Grey added to the mix. Then, use only Fortress Grey for the next highlight. Finally, mix a little Skull White with the Fortress Grey for the last highlight.



▲ When painting the outer robes, be careful not to stray onto an area you have already painted.



▲ Once Glorfindel's robes are finished, you can move on to painting his belt, armour and skin.



4 Belt

The belt around Glorfindel's waist is a pale lilac colour, which is achieved by mixing a small amount of Liche Purple with Shadow Grey. Apply this as the base colour and then highlight this by adding Fortress Grey to the mix. Finally, the string that lies on top of the belt can be painted Chainmail.



◀ By only adding a small amount of purple to the mix, the resultant tone is very subtle.

5 Armour and Greaves

The mail armour is carefully dry-brushed with Chainmail paint before moving on to the greaves. The greaves are painted using the same colours as on Glorfindel's outer robes. Start with a mix of Codex Grey and Fortress Grey. Highlight this by adding more Fortress Grey into the mix. Finally, add a little Skull White for the last layer of highlights.



▲ Leave the deepest recesses dark grey in order to contrast with the lightest highlights.

6 Elven Skin

Glorfindel's face and hands are painted in exactly the same way as Legolas' skin, as shown in Pack 76. Use a base colour of Bestial Brown and then blend up through the tones, first by mixing in Tanned Flesh, then Dwarf Flesh, followed by Elf Flesh. Finally, add a little Skull White for the last highlights.



◀ You can give Glorfindel a slightly paler complexion by emphasising the Elf Flesh tone.

► All that remains to be painted is Glorfindel's hair, outer cloak and fine details.





7 Golden Hair

Glorfindel means 'Golden-haired Elf' in the Elvish tongue. To paint Glorfindel's distinctive blonde hair, start with a mix of Snakebite Leather and Vomit Brown and paint this over all the hair. Next, mix in a little Bubonic Brown and dry-brush this over the hair. Then, dry-brush just Bubonic Brown over that. Finally, mix Bleached Bone with Bubonic Brown and apply this mix as the final layer of dry-brushed highlights.

► The addition of Vomit Brown into the mix gives Glorfindel's hair its distinctive golden hue.



► The blending technique is ideal to use on surfaces such as this cloak.

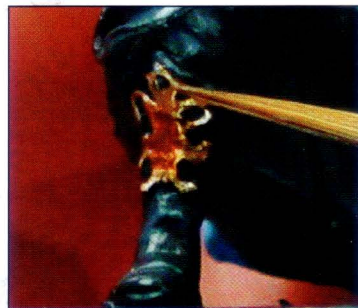


8 Outer Cloak

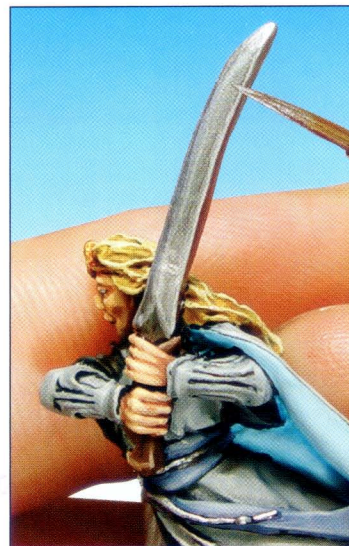
The outer surface of Glorfindel's cloak is a light grey colour with a hint of blue. To achieve this on your model, start by painting the back of the cloak Fortress Grey. Then, using the blending technique, build up a series of highlight layers by adding more and more Space Wolves Grey into the mix. Finally, add a small amount of Skull White to the Space Wolves Grey for the last layer of highlights.

9 Final Details

Only the last few details remain to be painted on your Glorfindel model. Start by painting the design on his boots and the circlet on his head Shining Gold, followed by a thin application of Flesh Wash. Then, apply a layer of Burnished Gold followed by Burnished Gold mixed with a little Mithril Silver. His Elven Blade is given a coat of Boltgun Metal, then highlighted with Chainmail, followed by Mithril Silver. Finally, the hilt is painted Scorched Brown and highlighted by mixing in a little Bleached Bone with the Scorched Brown.



◀▲ The thin coat of Flesh Wash provides enough shading for the areas of gold on the Glorfindel model.



◀ Only the very edges of the sword need to be highlighted with Mithril Silver.

► Once your Glorfindel model has been based in the usual manner, the model is ready to use on the battlefield.





Rivendell™ Hall

Elven architecture is among the most elaborate and beautiful in all of Middle-earth. In this Modelling Workshop, we show you how to build an Elven hall that can be used to represent a structure in the heart of Rivendell.



Rivendell is known as the Last Homely House because of its serene beauty and pleasing atmosphere. All the fear, sadness and weariness a traveller may feel are dispelled when he stays within the peaceful and protected borders of Elrond's home.

In this Pack, we show you how to make one of the buildings that can be found within the borders of Rivendell. A lot of the techniques used will be familiar to you from previous Packs of *Battle Games in Middle-earth*, but we will also be introducing a new technique for creating distinctive roof tiles.

◀ ELVEN ARCHITECTURE

The graceful buildings of the Elves complement the natural surroundings of Rivendell's wooded vale.

YOU WILL NEED

Modelling Essentials

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

HARDBOARD
JUNIOR HACKSAW
FOAM CARD
5CM/2" THICK
POLYSTYRENE SHEET

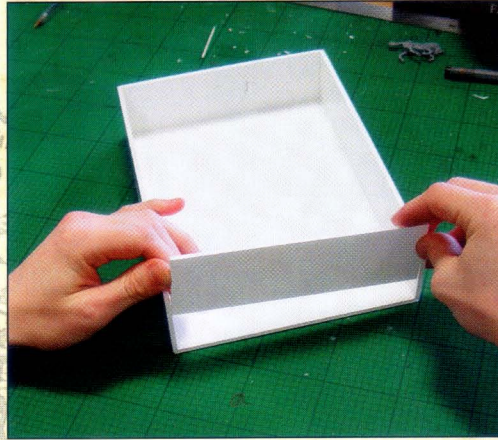
COMPASS
CORK BARK
READY-MIXED PLASTER
FILLER
THICK CARD
BALSA WOOD SHEET
BALSA WOOD ROD
GRAPH PAPER

COCKTAIL STICKS
CODEX GREY,
FORTRESS GREY,
SKULL WHITE,
BESTIAL BROWN,
GRAVEYARD EARTH,
FORTRESS GREY AND
KOMMANDO KHAKI
ACRYLIC PAINTS

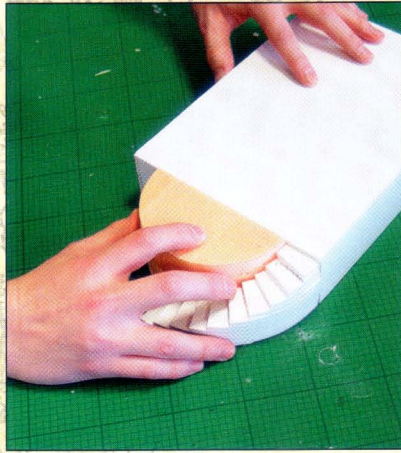
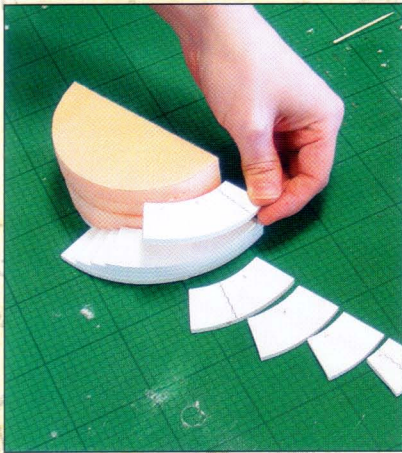


1 Raised Foundations

This Elven building will eventually look as if it has been built around some rocky outcrops. To achieve this effect, the foundations of the model are made from a foam card box, raising it up from the base. First, cut the base from some hardboard that is roughly 18cm/7" by 25cm/10". Then, using the base as a guide, create a rectangular box from some foam card so that it stands about 5cm/2" high and fits comfortably within the confines of the base by about 5cm/2". Leave a space of about 10cm/4" at the front to accommodate the stairs.



◀ **FOAM CARD BOX**
Do not worry too much about the precision of the joins when assembling the box, as they will be covered in plaster filler later.



2 Spiral Stairway

The stairway is made from a semi-circle of polystyrene with foam card steps running around it. Use a pair of compasses to ensure your semi-circle is neat and accurate. Next, use the compasses again to measure and cut a series of curved steps, each consecutively smaller than the last. Layer these steps around your polystyrene semi-circle and attach the completed stairway to the front of your foam card box.

▲ LAYERING STAIRS

Creating the stairs in this way allows them to curve around the semi-circle while maintaining the correct proportions.

▲ COMPLETED STAIRWAY

Once the stairway has been attached to the front, you can begin to build the detail around it.

3 Finishing the Base

The rocky outcrops around the sides of the foam card box are created from pieces of cork bark, cut to an appropriate size and shape to fit. Glue these pieces into place with PVA glue and leave them to dry. Once dry, clad the rest of the model with ready-mixed plaster filler. Before the filler dries, use a pencil or cocktail stick to etch a brickwork pattern all around the sides. Be careful to hold the model by its base to reduce the risk of smudging an area you have already etched. Once this is complete, the model should be left for a while to allow the plaster to dry.



TOP TIP

Cork bark is surprisingly tough to cut through with a junior hacksaw. Because of this, you may want to use a power tool, such as a jigsaw, to cut the cork with more ease. Remember to be extra careful when using any power tools.

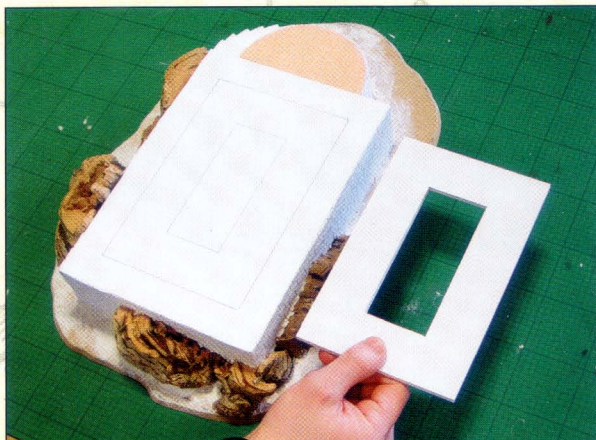
◀ COMPLETED BASE

Once all the brickwork has been etched into the plaster filler, the base is complete and the roof and its wooden frame can be constructed.



4 Preparing the Roof

Before creating the roof and its wooden support pillars, it is a good idea to spend a few moments preparing for a later Step. The roof will sit freely upon a piece of card supported by a frame of wooden pillars that is connected to the base. This will allow the roof to be removable, letting you place miniatures inside during play. The card will sit upon an inner and outer row of pillars. With a pen or pencil, mark on the base where you want these two rows of pillars to be. Use these markings to create the piece of card that will sit on top of the pillars and support the roof.

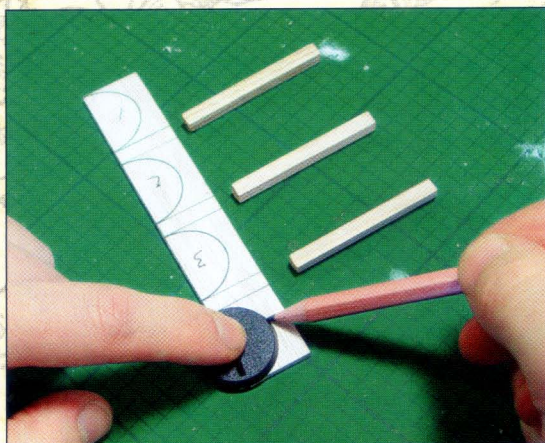


◀ USEFUL MARKINGS

Use the markings you have made on the base as a guide to creating the roof's support.

▶ CREATING THE ARCHES

A miniature's base is ideal for creating the arches.

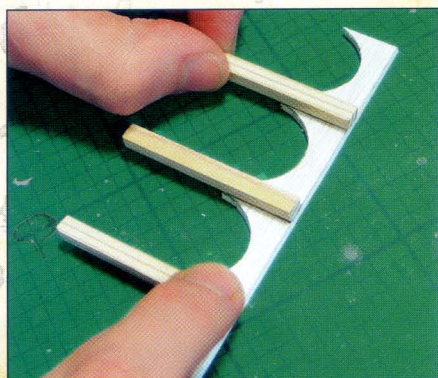


5 Support Pillars

The support pillars are made from pieces of square balsa wood rod. Divide the rod into lots of lengths, each 5cm/2" long. Next, cut thin strips from a piece of balsa wood sheet – these will form arched supports that link the pillars together, making them more stable. The length of each strip can be determined by taking the measurements from the markings on your base. A miniature's round base, or something similar, can be used to create the arches. Remember to allow space between each arch to accommodate the wooden pillars.

◀ ASSEMBLING THE PILLARS

Glue all the pillars to the outside edge of the arches.

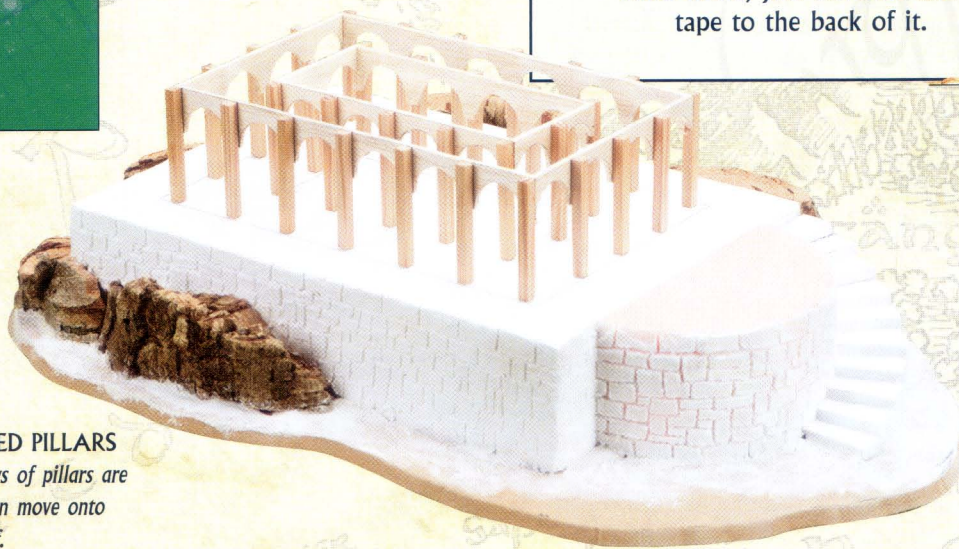


TOP TIP

To stop the wood splintering when cutting an awkward shape, such as a semi-circle, out of a sheet of balsa wood, you can affix sticky tape to the back of it.

▶ COMPLETED PILLARS

Once all the rows of pillars are complete, you can move onto building the roof.

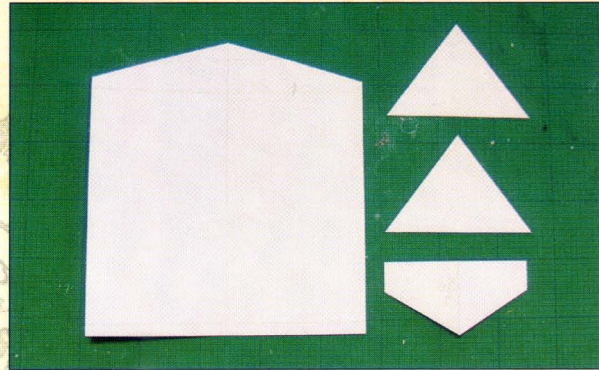




6 Creating the Roof

The basic structure of the roof is made from two card triangles supporting a sheet of card, folded along its centre. To ensure the roof fits, you will need to know the length and width of the outermost frame of your wooden pillars. The bottom length of each triangle is equal to the width of your wooden frame. The two other sides can be any length, but do not make them too big, as the taller they are, the steeper the slope of your roof will be.

In order to create an overhang, the sheet of card is made slightly longer than the span of your wooden frame and with a width that is just over twice the length of one of your triangle's sides. You can create a more elaborate overhang by extending the middle of the card forward to a point as shown. Next, score the card down the middle of its length and fold it over your triangles, gluing it in place. When attaching the triangles, position them so that they will be flush with either end of the wooden frame.

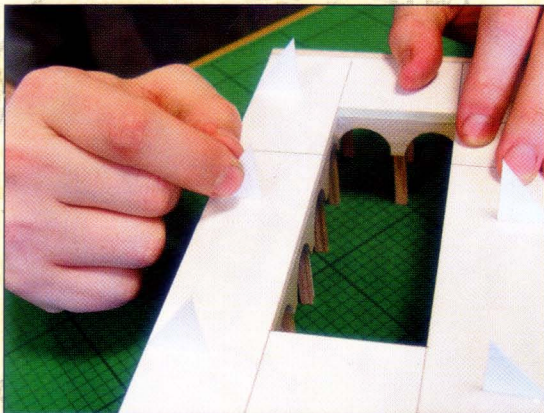
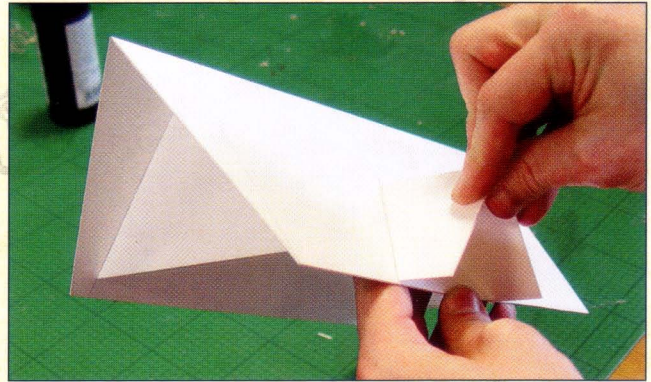


◀ CARD SHAPES

Here you can see the shape of the card and triangles before they are assembled.

➤ EXTRA DETAIL

Once you have completed the main roof, smaller extensions can be added using the technique shown in Pack 51.



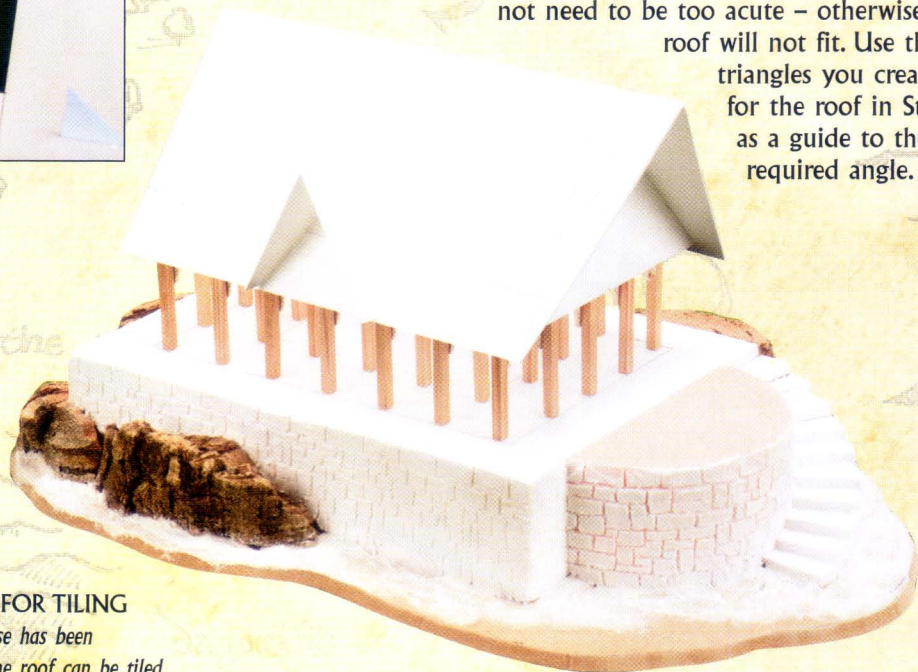
▲ TRIANGLE SUPPORT

About three triangular supports on each side should be enough to keep the roof in place during play.

7 Roof Support

Glue the piece of card you created in Step 4 to the top of your wooden pillars so that the inner and outer frames are in the right place. Next, small triangle wedges are glued to the top of this. These wedges will help hold the roof in place without it needing to be permanently attached, preventing it from being easily knocked off during play. The angle of these triangular wedges does not need to be too acute – otherwise the roof will not fit. Use the

triangles you created for the roof in Step 6 as a guide to the required angle.



➤ READY FOR TILING

Once the base has been completed, the roof can be tiled.

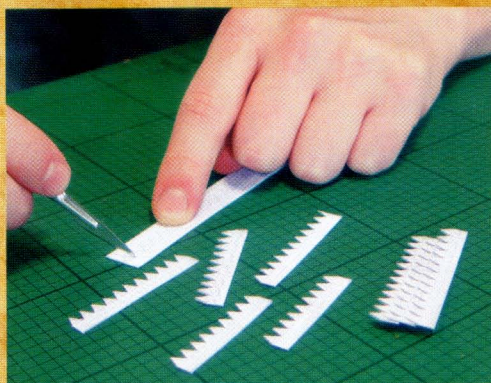


Finishing touches

With the basic structure complete you can begin adding the extra details and finishing touches that will make your model stand out.

Roof Tiles

The tiles for this Elven building are made using a similar technique to that shown in Pack 42. However, rather than being square, these tiles will be pointed so that they create a diamond pattern on the roof when layered. In order to get the tiles looking as precise as possible, befitting Elven craftsmanship, the shape of the strip of tiles is first drawn onto graph paper, then glued to a sheet of thick card. Finally, cut out the tiles and layer them onto the roof so that the diamond pattern is formed.

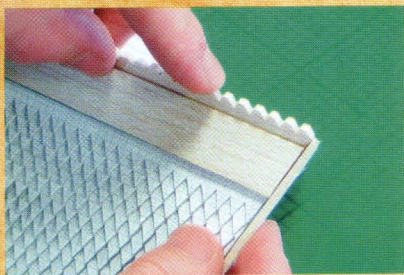


▲ PRECISE TILES

Drawing the tiles onto graph paper allows you to create pointed tiles that are all consistently the same size and shape.

Detailing the Roof

The top of the roof can be detailed by adding a balsa wood spine along the top. Two flat strips of balsa wood are laid on either side of the roof before a crenulated spine is placed on top. Next, the gabled ends can have detail applied to them. The detail is made from strips of balsa wood arranged to create arches and panels. Finally, shaped strips of balsa wood can be glued to the ends of the roof.



▲ CRENULATED SPINE

Carefully glue the spine in place so that it is straight and level and does not list to one side.



▲ BALSA PANELS

Here you can see how detail can be added to the ends of the roof by using balsa wood.





Decorative Tower

The roof of the building can be further detailed by adding a small, decorative tower to the top. The base of the tower is made from a square of polystyrene clad in balsa wood with a wedge cut out of the bottom so that it can sit on the roof. Cocktail sticks can be driven into the corners to create posts. The top is made in a similar fashion to the base, except that it is shaped with a craft knife to look like a roof.

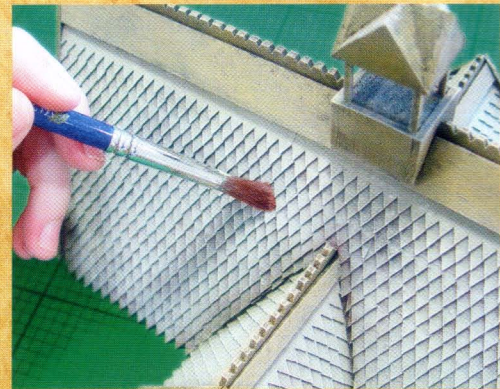
► SIMPLE DETAIL

The decorative tower helps the model look more Elven in construction.



Painting

When painting the model, the stone and rocks can be painted using the same techniques as shown in previous packs of *Battle Games in Middle-earth*. Start with a base colour of Codex Grey and highlight with dry-brushes of Fortress Grey and Skull White. The wood can be painted Bestial Brown and highlighted with a dry-brush of Graveyard Earth. Finally the roof tiles can be dry-brushed Fortress Grey, followed by Kommando Khaki.



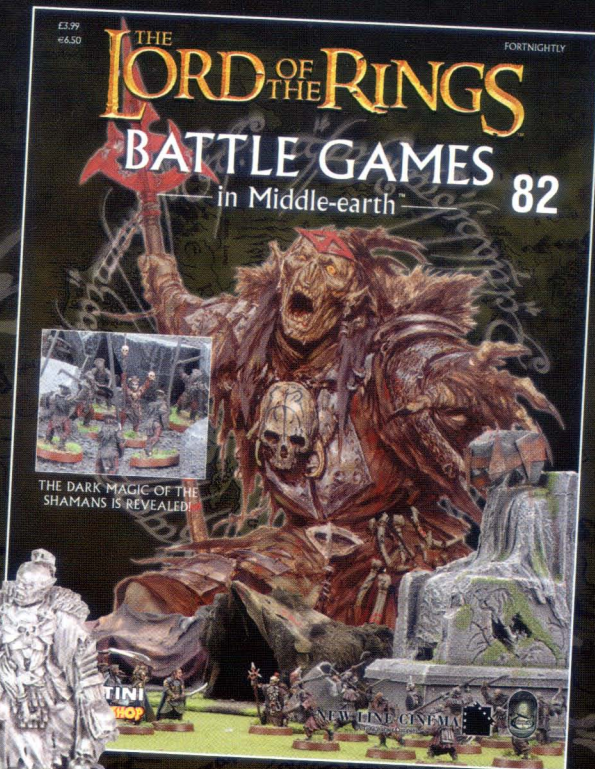
▲ LAYERED HIGHLIGHTS

By dry-brushing on a series of fine layers you can give your models a more realistic look.

IN YOUR NEXT GAMING PACK...

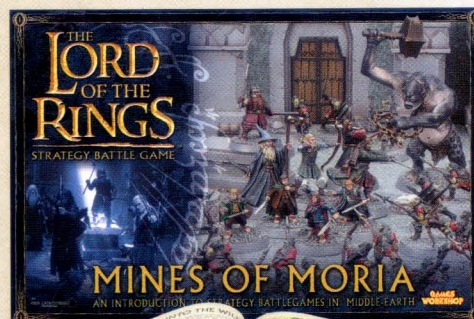
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