

£3.99
€6.50

FORTNIGHTLY

THE LORD OF THE RINGS

BATTLE GAMES

— in Middle-earth™ —

82



THE DARK MAGIC OF THE
SHAMANS IS REVEALED!

DEAGOSTINI
GAMES WORKSHOP

NEW LINE CINEMA
A Time Warner Company



THE LORD OF THE RINGS

BATTLE GAMES 82 — in Middle-earth™ —



Guide to Middle-earth™ 1

Learn about the fanatical devotion of the Dark Lord's armies and their worship of the Red Eye of Sauron.



Playing the Game 2-5

Presenting the rules for using Orc, Uruk-hai and Goblin Shamans in your Battle Games, including tactics for using these Evil spell-casters against your foes.



Battle Game 6-13

Arwen is kidnapped by an Orc raiding party in this exciting mini-campaign. Can Elrond and Glorfindel come to her rescue in time?



Painting Workshop 14-17

Paint your Orc Shaman miniature ready to use his evil powers against the forces of Good.



Modelling Workshop 18-21

Build a desecrated Gondorian statue, despoiled by the forces of Mordor, for use in your Battle Games.

www.the-ring.net

HOW TO CONTINUE YOUR COLLECTION
The Lord of the Rings Battle Games in Middle-earth is available at your newsagent. You can also obtain copies in the following ways:

UK & REPUBLIC OF IRELAND

(Payment in £ Sterling or € in Republic of Ireland)
Customer Services: If you have any queries about *Battle Games in Middle-earth*, please telephone 0870 043 6400 or fax 0870 043 6399 (24 hours, 7 days a week).
Subscriptions: You can arrange to have your packs sent direct to your door at no extra cost (UK only; £1.00 / €2.00 p&p for Republic of Ireland). For details, telephone 0870 043 6400, fax 0870 043 6399 or go to www.deagostini.co.uk.
Credit/debit card orders accepted.
Back Copies: These can be ordered from your newsagent. Alternatively, telephone 0870 043 6400, fax 0870 043 6399 or write to:
Battle Games in Middle-earth, Back Copies Department, De Agostini UK Ltd, PO Box 600, Hastings TN35 4TJ. Credit/debit card orders accepted. When ordering, please enclose:
1. Your name, address and postcode.
2. The pack number(s) and number of copies required.
3. Payment of the cover price plus 50p / €1.00 per copy p&p. Make cheques payable to De Agostini UK Ltd.
Binders: Please telephone 0870 043 6400, or fax 0870 043 6399 (24 hours a day, 7 days a week).

AUSTRALIA

Subscriptions: Telephone (03) 9872 4000, fax (03) 9873 4988, write to: *Battle Games in Middle-earth*, Bissett, PO Box 3460, Nunawading, VIC 3131, or visit www.deagostini.com.au.
Email: bissett@bissettmags.com.au
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (03) 9872 4000, or write to:
Battle Games in Middle-earth, Back Copies Department, PO Box 3460, Nunawading, VIC 3131. Please enclose payment of the cover price plus \$1.65 inc. GST per pack p&p.
Back copies subject to availability.
Email: bissett@bissettmags.com.au
Binders: (for newsagent customers): Telephone (03) 9872 4000 or fax (03) 9873 4988.

NEW ZEALAND

Subscriptions: Telephone (09) 308 2871, fax (09) 302 7661, write to: *Battle Games in Middle-earth*, Private Bag 47-906, Ponsonby, Auckland or visit www.deagostini.com.nz.
Email: subs@ndc.co.nz
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (09) 308 2871 or write to:
Battle Games in Middle-earth, Back Copies Department, Netlink Distribution Co, Private Bag 47-906, Ponsonby, Auckland. Please enclose payment of the cover price plus \$1.50 per pack p&p.
Back copies subject to availability.
Binders: Please telephone (09) 308 2871

SOUTH AFRICA

Subscriptions: Telephone (011) 265 4304, fax (011) 314 2984, write to: *Battle Games in Middle-earth*, Jacklin Enterprises, Private Bag 11, Centurion 0046 or visit www.deagostini.com.za.
Email (orders): subscribe@jacklin.co.za (customer services): service@jacklin.co.za
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (011) 309 1900 or (011) 248 3500, or write to: *Battle Games in Middle-earth*, Back Copies Department, Republican News Agency, PO Box 101, Maraisburg, Gauteng 1700. Please enclose payment of the cover price plus 2 Rand per pack p&p. Back copies subject to availability

MALTA

Back Copies: These can be ordered from your newsagent.



VISIT THE D'AGOSTINI WEBSITE AT:

UK: www.deagostini.co.uk

AUS: www.deagostini.com.au

SA: www.deagostini.co.za

NZ: www.deagostini.co.nz

Visit the Games Workshop website at:
www.games-workshop.com

Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring; The Two Towers; and The Return of the King which are © MMVI New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary trilogy *The Lord of the Rings* (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. All rights reserved. The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, Easy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved. Brought to you by De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD.

Managing Editor: Ally Bryce
Production Controller: Mark Sanders-Barwick

ISBN 0 7489 7872 0 N82 06 03 15 Printed in Italy.

Editorial and design:

Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

Studio Manager: Jes Bickham

Editorial: Mark Latham

Layout: Darius Hinks, Peter Borlace & Glenn More

Content: Darron Bowley, Owen Barnes, Kenton Mills, Alessio Cavatore, Matthew Ward & Rick Priestley

No part of this product may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.

British Cataloguing-in-Publication Data:

A catalogue record for this product is available from the British Library.

Tools and materials suggested for use may be dangerous if used incorrectly and Games Workshop does not recommend them for children under 16 without adult supervision. Games Workshop are not responsible for any gaming club or event run by a third party.

D'AGOSTINI
GAMES WORKSHOP

Visit: www.lordoftherings.net

America Online Keyword:
Lord of the Rings

NEW LINE CINEMA
A Time Warner Company



Tolkien
Enterprises





The Eye of Sauron™

From high atop the tower of Barad-dûr, the great fiery eye of the Dark Lord gazes out across the lands of Middle-earth. Under his baleful and commanding gaze his legions gather, ready to march to war against the Free Peoples in his name.

After his defeat at the end of the Second Age, Sauron's armies were scattered and the fortress of Barad-dûr destroyed. However, because of Isildur's failure to destroy The Ring, the Dark Lord's spirit endured, festering in the heart of the Black Land. To ward against his malign presence, the Men of Gondor constructed mighty watchtowers, gates and garrisons along the borders of Mordor, to keep the threat of the Dark Lord in check. Over time, however, he rose once more to power, rebuilding his fortresses and capturing the defences erected to protect against him.

Without The Ring, however, he is still

not complete, and is unable to take physical form. Instead, he appears to his followers as a great flaming eye, staring balefully toward the west. The Orcs of Mordor crudely paint the symbol of the red eye on their shields and banners, proclaiming allegiance to the Dark Lord.

In this Pack's Playing the Game, we present the profiles for Evil spell-casters, detailing Orc, Uruk-hai and Goblin Shamans and how to include them in your force. In the Battle Game, the forces of Mordor ambush Arwen as she returns to Rivendell, and Elrond and his Elven warriors must come to her rescue in a series of exciting linked scenarios. In the Painting Workshop, we detail a step-by-step guide to painting your Orc Shaman miniature while, in the Modelling Workshop, we show you how to construct a ruined Gondorian statue, desecrated by the forces of Mordor.

'Sauron... cannot yet take physical form, but his spirit has lost none of its potency.'

SARUMAN™

◀ THE LIDLESS EYE

Sauron's gaze reaches far and wide across the lands of Middle-earth, penetrating earth, stone and even the hearts of Men.

▶ DARK SORCERER

The races of evil have their own practitioners of the dark arts, such as this Orc Shaman.





Shamans of Darkness

The Shamans of the Orcs, Goblins and Uruk-hai venerate their masters' power and seek to spread their fervour throughout the armies of Mordor, Moria and Isengard. Here, we present the rules for including Shamans in your Evil forces.



The vast armies of evil obey the will of Sauron and Saruman to the letter, but some take this zeal further and revere their lords with an almost religious fanaticism. Using their position to learn the dark secrets of their masters' sorcery, they wield potent magic that can incite a frenzied blood-lust, or even fill their opponents with a paralyzing fear.

Here, we present the characteristic profiles and rules for Orc, Goblin and Uruk-hai Shamans and how to use them in your armies. Additionally, we look at some ideas and tactics to help you get the most out of your Shamans and their magic. Orc Shamans can be used in any Mordor force. Uruk-hai Shamans may be used in an Isengard force, while Goblin Shamans may be used in a Moria Goblin force.

◀ SHAMAN OF THE WHITE HAND

The Uruk-hai Shaman prepares the armies of the White Hand for the attack.

Shamanic Spells

Shamans are the tools by which the Dark Lord Sauron enacts his will upon the lowest of his minions. Their mind-bending powers are far inferior to those of the Wizards of Middle-earth, but they also have the ability to work up the warriors of their tribe into a blind frenzy.

All Shamans, regardless of their allegiance, know the Transfix and Fury magical powers. The Fury spell was covered in Pack 79, and is used exactly as presented there. The Transfix spell was introduced in Pack 12, but may only be cast on the score of a 5+ rather than a 3+.

► RAW FURY

The Fury spell can incite Uruk-hai troops into a bloody frenzy.





Orc Shaman (Points Value: 50)



Using dark sorceries and the secret knowledge garnered from the shadow of Barad-dûr, the Orc Shamans in the service of Sauron instill the proper fear and discipline into the armies of Mordor, making the endless hordes march with purpose and devotion to the ultimate demise of the west.

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

Wargear:
Spear and heavy armour

Options:
Warg 10 pts

Magical powers:
Transfix
Fury

Goblin Shaman (Points Value: 45)

For untold centuries, the Goblins of the Misty Mountains have looked to their Shamans for guidance. After the Balrog's fury was unleashed upon the Dwarves of Moria, the Goblins there came to revere the beast, and the Shamans came to worship it.

F	S	D	A	W	C	Move	M	W	F
2/-	3	4	1	2	3	12cm/5"	1	3	1

Wargear:
Spear

Magical powers:
Transfix
Fury



Uruk-hai Shaman (Points Value: 50)



The Uruk-hai of Isengard already have a fanatical allegiance to their master, Saruman. The Wizard has singled out key Uruk-hai to be his Shamans and has indoctrinated them, passing on some of his sorcerous knowledge.

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

Wargear:
Spear

Magical powers:
Transfix
Fury

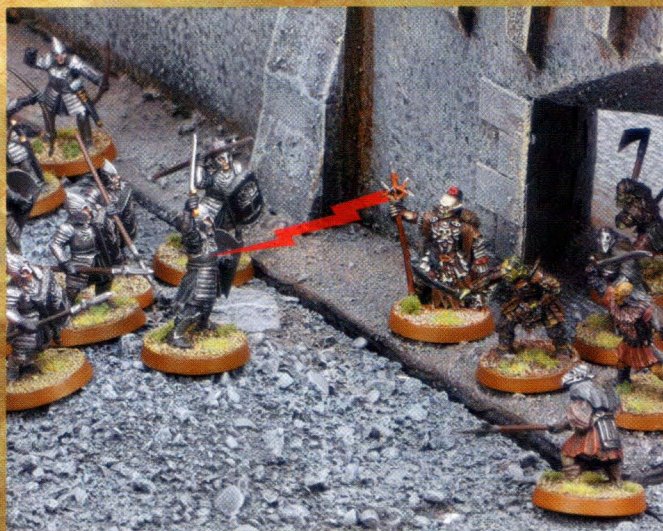


Shaman Tactics

Uruk-hai, Goblin and Orc Shamans can make a valuable addition to any Evil force, using their magic to strike down the enemies of the Dark Lord. Here, we take a look at how these foul spell-casters can be used in your Battle Games.

1 Evil Lieutenant

Unlike the other Shamans, Orcs can be powerful leaders in their own right. Their high defence and ability to ride a Warg means that they can command from any part of the battlefield, using their sorcery to enhance their own warriors as well as themselves. Of course, Orc Shamans can be most effective when paired with an Orc Captain, the Shaman's abilities complementing the Captain's fighting prowess.



◀ SORCEROUS SUPPORT

Staying close to the Orc Captain, the Shaman transfixes his foes with magic.

2 Bred for War

Like their more martial brothers, Uruk-hai Shamans are tough and strong, able to handle themselves against most opponents. However, Uruk-hai Shamans are most effective when leading a group of Uruk warriors. As long as the warriors stay close to the Shaman he can use his Fury spell to enhance their abilities, as well as expending his Might to lead them in Heroic actions. The Uruks can also act as a bodyguard, allowing the Shaman to stay back and use his spear rather than risk himself against powerful enemy Heroes.



◀ FURIOUS CHARGE

Filled with sorcerous fury, the Uruk-hai warriors and Uruk-hai captain form a tight knot around the Shaman as they smash into their enemies.



3 Goblin Shamans

Goblin Shamans have the lowest points cost of the three kinds of Shamans, though they are still as skilled in sorcery as their Orc and Uruk-hai cousins. This means that it is easier to include more than one Goblin Shaman in your force, working together to enhance your warriors. While they are not great fighters, the Shaman's natural Goblin abilities, such as being able to climb sheer surfaces and see in the dark, allow them to use terrain to protect themselves from the foes.

► HIDDEN PERIL

The Goblin Shamans cast spells from atop the safety of a rock ledge, surrounded by Goblin archers.





Rivendell™ Campaign

For uncounted centuries, the servants of Sauron and the immortal Elves have been enemies. In this campaign, we present a series of scenarios recreating some of the many possible conflicts that occurred between these two forces.



Following Sauron's defeat at the hands of The Last Alliance, the Elves retreated to their strongholds, and for a short time began to prosper once again. To Elrond, twin sons and a daughter were born, although tragedy was soon to follow. With Arwen due to return from the lands of Lothlorien, and reports of Orcs massing around her intended route, Elrond has dispatched his sons to ensure Arwen's safe return. In this series of Battle Games we present a campaign that looks at what might have happened if Arwen had been attacked by a band of Orcs, intent on sacrificing her to the dark powers they worship.

The scenarios in this campaign are not played in a set order. The outcome of the first game will determine which games are played next, as shown in the 'Winning the Game' box for each scenario.

◀ ANCIENT ENEMIES

The enmity between Elves and Orcs has burned fiercely across the ages.

THE COMBATANTS

Scenario 1 - Ambush!

The Good player will need:

8 Wood Elf archer card figures
Arwen card figure
Elladan and Elrohir card figures
8 High Elf Warriors

The Evil player will need:

24 Mordor Orcs
Shagrat and Gorbag*

Scenario 2 - Rescue

The Good player will need:

16 High Elf Warriors
Arwen card figure
Elladan and Elrohir card figures

The Evil player will need:

24 Mordor Orcs
Orc Shaman
Shagrat and Gorbag*

Scenario 3 - Revenge

The Good player will need:

16 High Elf Warriors
8 Wood Elf spearmen card figures
Arwen card figure
Elladan and Elrohir card figures
Elrond
Glorfindel

The Evil player will need:

36 Mordor Orcs
Shagrat and Gorbag*
Orc Shaman
2 Mordor Troll card figures
Mordor Troll Chieftain card figure

* Shagrat and Gorbag are used as normal Orc Captains in all three scenarios.



BASE PROFILES

							Move			
Elrond	6/-	4	7	3	3	7	14cm/6"	3	3	3
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
Arwen	6/-	3	3	1	2	6	14cm/6"	1	4	1
Wood Elf	6/3+	3	3	1	1	5	14cm/6"	-	-	-
High Elf Warrior	6/3+	3	5	1	1	5	14cm/6"	-	-	-
Orc Shaman	3/-	3	5	1	2	3	14cm/6"	1	3	1
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Troll Chieftain	7/5+	7	8	3	3	4	14cm/6"	2	1	1
Mordor Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-

Special Campaign Rules

Death of a Hero

In this campaign, if any of the Good player's Heroes – or the Evil player's Orc Shaman – are killed, the player should roll on the 'Death of a Hero' table presented here. This may mean that a Hero who is listed in the Combatants box of a scenario may not actually be used, if they were killed and subsequently rolled a 1 on the Death of a Hero table. The only exception to this is during the Rescue scenario – if the Evil player succeeds in sacrificing Arwen then she automatically counts as having rolled a 1 and may take no further part in the campaign.

The Twins

Ordinarily, the twins Elladan and Elrohir are only available to use in Battle Games in which they are both taking part. However, for the purposes of this campaign, should one of the twins be killed and subsequently roll a 1 on the Death of a Hero table, the surviving twin may still be used in future games.

DEATH OF A HERO

DICE RESULT

- | | |
|-----|---|
| 1 | The Hero is dead and may take no further part in the campaign. |
| 2-5 | The Hero has been badly wounded, but is still alive. He begins the next game with no Fate points. In the case of Heroes who have no Fate to begin with, they must begin the next game with only a single wound. |
| 6 | The Hero makes a full recovery and begins the game as normal. |



1 Ambush!

In this first scenario, Arwen is returning to Rivendell from Lothlórien, escorted by a small group of Wood Elves. Unknown to the Elves, a band of Orcs has been tracking them for days, directed by the malign will of an Orc Shaman. The evil creatures are planning to ambush the party and kidnap the Elven princess. As Arwen and her guardians pass through a wide, tree-lined gorge, the Orcs spring their trap and attack them. In this scenario the Orcs are trying to capture Arwen and so use special rules for subduing and carrying her.

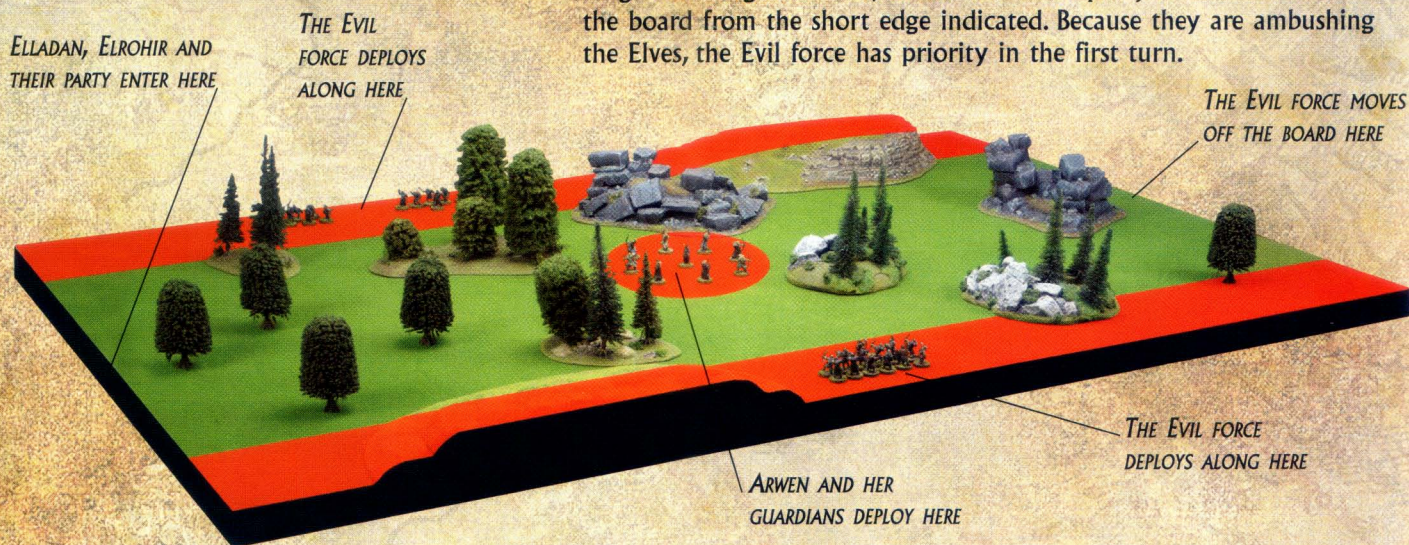
► AMBUSHED!

The Elves bravely stand their ground in the face of the Orc ambush.



The Gaming Area

This game takes place on a 120cm/4' by 180cm/6' board. Place a selection of trees and rocky terrain features around the board.



Starting Positions

Arwen begins the game in the centre of the board, with the eight Wood Elves anywhere within 14cm/6" of her. The Evil player then deploys all his forces anywhere within 14cm/6" of either of the two long board edges. Elladan, Elrohir and their party of Elves move onto the board from the short edge indicated. Because they are ambushing the Elves, the Evil force has priority in the first turn.

Special Scenario Rules

Subduing Arwen

When attacking Arwen, the Evil models count as being unarmed, and must deduct 1 from their dice rolls when working out who wins the fight. When Arwen loses her final wound (after using all her Fate points) she is knocked out. She retains one wound but may no longer do anything and loses her control zone.



◀ SUBDUED

The Orcs must subtract 1 from their dice scores when fighting Arwen.



Reviving Arwen

In any turn in which the unconscious Arwen is not touching an Evil model she may be revived. To revive Arwen, a Good model must end its movement in base contact with her. Once revived, Arwen must use half her movement to stand up, but is free to move and act normally thereafter.

◀ ELVEN RESCUE

Before the Elves can revive Arwen they must deal with her abductor.

Carrying Arwen

This scenario also uses the same rules for carrying unconscious models as Pack II. These allow one or two Evil models that begin their movement in contact with Arwen to carry her away. Two models will be able to move normally, a single model attempting to carry Arwen alone will have its movement halved. Evil models carrying Arwen may not charge or shoot at Good models and, if charged themselves, will drop her.

➤ ABDUCTED

Because there are two Orcs carrying Arwen, they may move at their full speed of 14cm/6".



Rivendell Reinforcements

Forewarned that Orcs are abroad in the land, Elrond has dispatched a party of his warriors to rendezvous with the Elves escorting Arwen, and ensure her safe return. At the start of every turn after the second, roll a dice and consult the Reinforcements table. When the Good player scores high enough, Elladan, Elrohir and their party of Elves arrive and may be moved onto the board from the edge indicated in the Starting Positions diagram.

WINNING THE GAME

- The Evil player wins by carrying Arwen off the board edge indicated on the Starting Positions diagram. You should now play the 'Rescue' scenario.
- The Good player wins by moving Arwen off the opposite board edge. You should now play the 'Revenge' scenario.

REINFORCEMENTS

TURN	DICE ROLL
3	6
4	5 or more
5	4 or more
6	3 or more
7 and over	2 or more



2 Rescue

Having arrived too late to stop the Orcs from abducting Arwen, Elladan and Elrohir quickly set out in pursuit. Easily following the abductors' trail, they have caught up with the Orcs at a desecrated shrine in the dead of night. As the Elves draw closer to the temporary encampment they catch sight of Arwen, bound before an ancient statue. Standing over her helpless form is an Orc Shaman, brandishing a cruel sacrificial dagger.

➤ **SACRIFICE**
The Orcs prepare to sacrifice Arwen to the dark forces they serve.



The Gaming Area

This game takes place on a 120cm/4' square board. Place the desecrated statue from the Modelling Workshop in the centre and scatter a selection of trees and rocky terrain features around the rest of the board.

Starting Positions

Arwen begins the game in the centre of the board, next to the desecrated statue. Place the whole Orc force anywhere within 28cm/12" of the middle of the board. The Shaman may begin in contact with Arwen if the Evil player wishes. When all the Evil troops are placed, the Good player may position his Elves anywhere within 14cm/6" of any board edge.

THE GOOD FORCE MAY
DEPLOY ALONG HERE

THE GOOD FORCE MAY
DEPLOY ALONG HERE





Special Scenario Rules

Freeing Arwen

At the start of the scenario Arwen is still unconscious and has been bound, ready to be sacrificed, at the foot of the desecrated statue. She can be revived and freed using the Reviving Arwen special rule, detailed in the previous scenario. Note that, in this scenario, none of the Evil models are allowed to carry the unconscious Arwen, as disturbing the sacrifice would greatly displease the dark powers that they worship.



◀ FREED!

Because the Orcs who were in base contact with Arwen are now dead, her brothers can free her.

▶ DISTRACTED

The twins force the Shaman to fight, preventing him from sacrificing Arwen.

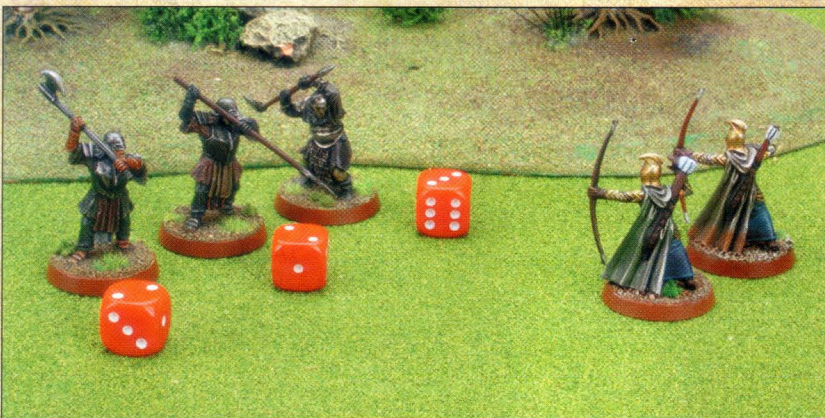


Rituals and Incantations

In order for the Evil side to win this scenario, the Orc Shaman must sacrifice Arwen to the dark powers. However, before he can do this, the Orc Shaman must complete a number of complex rituals and incantations. The Shaman's progress in completing these rituals is measured by a dice roll, made at the end of every turn in which the Orc Shaman is in base contact with Arwen and in which he did not fight, shoot or cast spells. Record the dice score until the total is 35 or over – the Shaman has now finished his preparation rituals and will kill Arwen at the end of the following turn. The Shaman will not lose any accumulated points by fighting or performing any other actions, he will simply forego the opportunity to generate more that turn.

Night Fighting

Because this scenario takes place at night, the Night Fighting rules from Pack 65 are used. This means that you should roll a dice if a model wishes to move into combat or fire a missile weapon at another model. On a roll of 1, 2 or 3 the model has lost sight of his target and cannot move or shoot until his next turn. On a roll of 4, 5 or 6 the model may charge or shoot normally.



WINNING THE GAME

- The Evil side will win the game either by killing all the attacking Elves, or by Sacrificing Arwen.
- The Good Side will win by killing the Orc Shaman, or by reviving Arwen.
- No matter who wins this Battle Game, you should play the Revenge scenario next.

◀ LOST SIGHT

The Orcs cannot charge the Elves because they rolled too low when testing to see in the dark.



3 Revenge

In this final scenario, the Elves, outraged by the attack against Arwen, have discovered the Orcs' main encampment and have called for reinforcements from Rivendell. Intent on wiping out this new Orc threat before it can grow any larger, Glorfindel and Elrond have both joined the force.

► **ELVEN WRATH**
The fury of the Elves of Rivendell descends on the Orc encampment.



The Gaming Area

This game takes place on a 120cm/4' by 180cm/6' board. Place an Orc tent from Pack 59's Modelling Workshop within 12cm/5" of one of the long edges and surround it with at least five other Orc tents, to represent the Orc encampment. Add trees and other natural terrain features to fill out the rest of the board, as shown.

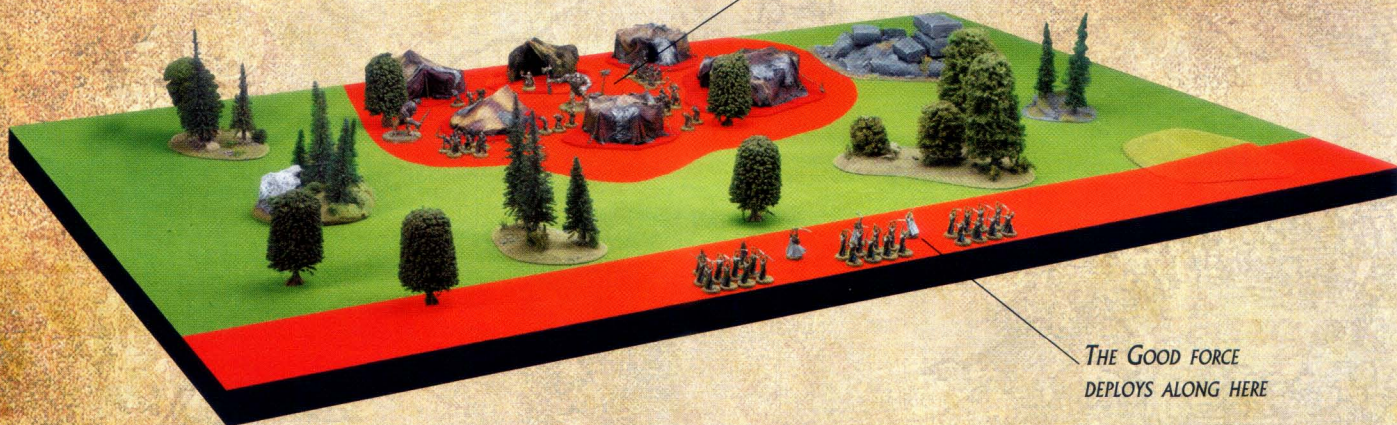
Starting Positions

The Evil player sets up his whole force within 12cm/5" of the Orc encampment. The Good player then deploys his whole force within 12cm/5" of the board edge opposite the Orc encampment.

'Sauron's forces are massing in the east, his eye is fixed on Rivendell.'

ELROND™

THE EVIL FORCE
DEPLOYS WITHIN HERE



THE GOOD FORCE
DEPLOYS ALONG HERE



Special Scenario Rules

Elven Wrath

If Arwen has survived, either by escaping from the ambush in the first scenario or by being rescued in the second, then in this final scenario she is so enraged by the Orcs' actions that she becomes Terrifying to all Evil models. In addition, her fury inspires her fellow warriors and so she counts as being equipped with a Banner. Arwen does not actually have a Banner, and so may fight as normal with her Elven Blade.



◀ INSPIRING

Arwen inspires her Elven companions allowing them to re-roll their dice in fights, as though she had a Banner.



Sacrifice

If you played the Sacrifice scenario previously and the Orcs succeeded in sacrificing Arwen, then during this Battle Game the Orc Shaman will be blessed and invigorated by the dark powers, granting him the following ability:

The Shaman may spend a single point of Will each turn, without reducing his Will total, as though he had a Wizard's staff.

◀ INVIGORATED

The Orc Shaman's powers are greatly increased thanks to the sacrifice.

WINNING THE GAME

- If Arwen, Elladan and Elrohir are still alive when all the Evil models are slain or driven off, the Good player wins.
- If Arwen, Elladan and Elrohir are killed, the Evil player wins.
- Any other result is a draw. This is the best result the Good player can achieve if any of Elrond's Children have been killed in previous games.





Orc Shaman

Orc Shamans are dark, twisted creatures, whose base sorcery represents their status as heralds of the Dark Lord. Clad in rags and covered in charms and talismans of warding, the Shamans are among the deadliest inhabitants of Minas Morgul.



Worshippers of the dread Nazgûl and harbingers of the coming of Sauron, the Shamans of Minas Morgul are evil to the core. Practising the black arts and carrying the bones of their slain enemies as talismans, the Shamans are able to whip their Orc brethren into a frenzy of bloodlust on the battlefield. Their appearance reflects their evil nature, and they stand out among their kin as the foulest of Sauron's servants.

In this Pack, we take a look at how to paint your Orc Shaman miniature, paying particular attention to the many charms, talismans and icons of Mordor that adorn its tattered robes. In addition, we will look at some techniques for painting rusted metal.

◀ SERVANTS OF DARKNESS

The Shaman of Minas Morgul prepares his dark rituals.

PAINTING ESSENTIALS

PAINTS REQUIRED

TIN BITZ
BOLTGUN METAL
CHAINMAIL
BLACK INK
BROWN INK
DARK GREEN INK
SCORCHED BROWN
CATACHAN GREEN

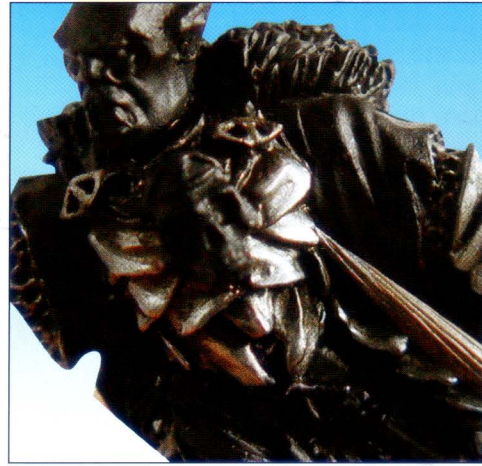
BESTIAL BROWN
BLEACHED BONE
DESERT YELLOW
FORTRESS GREY
CODEX GREY
ROTTING FLESH
DARK FLESH
DWARF FLESH

CHAOS BLACK
TERRACOTTA
BLAZING ORANGE
CHESTNUT INK
MITHRIL SILVER
SKULL WHITE
RED GORE
BLOOD RED



1 The Armour

The Shamans wear scraps of serrated armour in battle, not unlike that worn by other Orcs of high status. This is painted in a similar way to the armour on your previous Orc miniatures. After preparing and undercoating your model as usual, mix up equal parts Tin Bitz and Boltgun Metal, then apply this as a base colour to all the metallic areas of the model. Once dry, highlight all the plates with a layer of Boltgun Metal, then another layer of Chainmail, taking care to leave each previous layer visible in the recesses. The chainmail parts of the armour can be dry-brushed first with Boltgun Metal, then Chainmail paint. Shade the armour with a wash mixed from equal parts Black, Brown and Dark Green inks. Finally, if necessary, reset the highlights with Chainmail.



◀ Highlight the armour plates with an edging layer of Chainmail.

► Begin with a very dark base colour, even though you intend to make the skin quite pale.



◀ The highlights seem very stark and atmospheric. Remember to keep your paint thin when building up this many highlights.

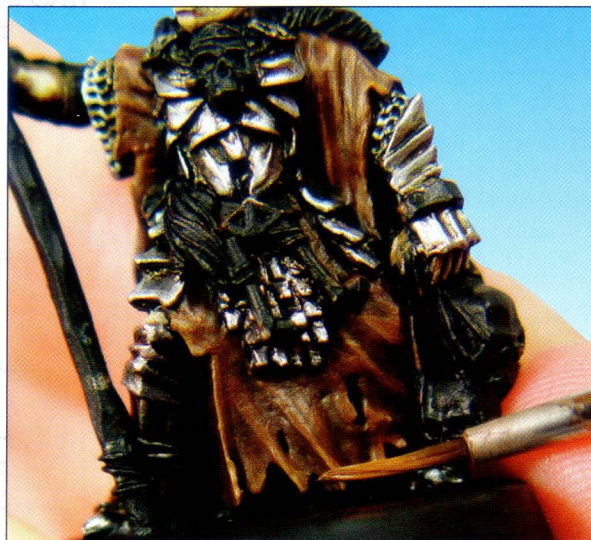
2 Orc Flesh

The Shaman can be made to look menacing and ancient by painting his skin in pale, ghastly tones. To make the highlights more dramatic, start with a dark base colour, mixed from Scorched Brown and Catachan Green. Add Bestial Brown and a little Bleached Bone to the mix and apply this as a highlight layer, leaving the base colour only in the deep recesses around the ears, mouth and eye sockets. Add increasing amounts of Bleached Bone to the mix, employing the blending technique to apply very smooth highlights to the face and forearm and fingers. Once you have applied a layer of pure Bleached Bone, mix up some Bestial Brown paint with Dark Green ink, and add plenty of water. Apply this as a thin glaze to make the skin look more pallid and sickly.

3 Ragged Clothes

The weatherworn tabard of the Shaman is first given a base colour of Scorched Brown, to which Desert Yellow is added as a highlight. Use the blending technique to ensure a smooth transition between the layers, and add increasing amounts of Desert Yellow to the mix. The final highlight should be roughly four parts Desert Yellow to one part Scorched Brown.

► Simple, dark brown robes will help make the details stand out later.



▲ With his clothing and skin painted, the Shaman model is already starting to come to life.



4 Furs and Hair

If any paint has strayed onto the fur part of the cloak, or onto the hairpieces on the Shaman's head and at his belt, then simply re-undercoat those areas before beginning this step. The fur is given a heavy dry-brush of Scorched Brown, followed by a lighter dry-brush of Bestial Brown. Add a very small amount of Fortress Grey to Bestial Brown for a final, light dry-brush around the edges of the fur. The hair is dry-brushed Codex Grey, before being given a thin wash of Black ink.



◀ Fur is very easy to paint, simply by using dry-brushing layers.

5 The Cloak

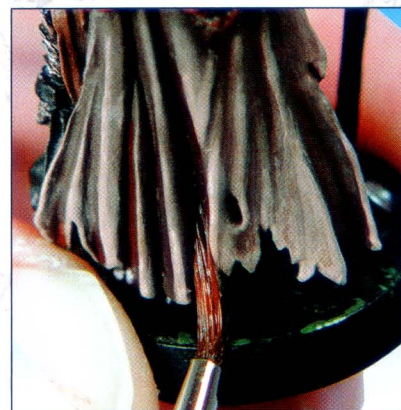
The Orc's cloak is so ancient and encrusted with grime that its colour is not consistent. Here, we look at trying out some advanced weathering techniques to represent this. Begin with a base colour of Catachan Green, mixed with a tiny amount of Scorched Brown.

Over this, apply a first highlight layer of Catachan Green alone. From this point, use the blending technique and add increasing amounts of Rotting Flesh to the Catachan Green, applying highlights as you go. If you feel that the colour is too bright, you can add a little Fortress Grey to neutralise the tone.



◀ The blending technique works extremely well on folded cloth areas, such as cloaks.

Once the layers are dry, it is time to apply the dirt and grime. Water down some Scorched Brown paint until it is almost the consistency of ink. Paint this into the recesses and folds of the cloak as a shading colour. The reddish tone of the Scorched Brown stands out sufficiently to make it look out of place and weathered.



◀ The red hue of the Scorched Brown paint makes the highlights really stand out.

➤ All that remains are the staff and a few final details.





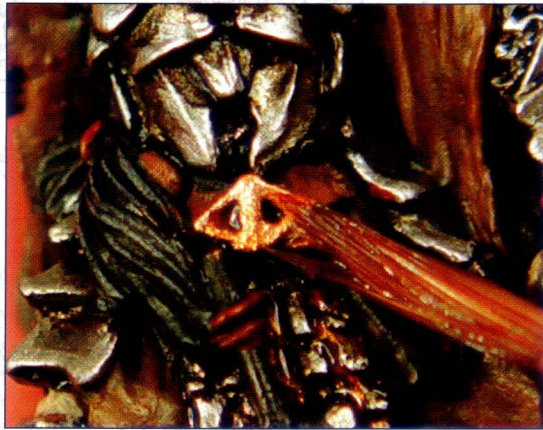
6 The Staff

The shaft of the Shamanic staff can be painted Scorched Brown, then highlighted with Dark Flesh. Add a little Dwarf Flesh to the Dark Flesh and apply this mix as a fine highlight to the more prominent knobby areas. The bindings at the top and bottom of the staff can be painted Chaos Black and highlighted with Codex Grey. Paint the Mordor icon on top of the staff in the same way as the armoured areas. However, once dry we will add a rust effect. Begin by applying a heavy wash of thinned-down Dark Flesh haphazardly to parts of the icon. Once dry, stipple Terracotta paint over the washed areas. Next, with a smaller brush, stipple Blazing Orange over the Terracotta. Aim for a textured look, like real rust. Finally, apply a glaze of Dark Green ink over the rusted areas.



◀ A combination of washing, stippling and glazing can make a very realistic rust effect. Don't be afraid to combine techniques.

► The areas of bronze around the Shaman's belt add a little contrast and variety to the metal areas.



7 Finishing Touches

All the straps and cords around the various charms, as well as the Shaman's belt, can be painted Dark Flesh and highlighted by adding a little Dwarf Flesh. A thin wash of Chestnut ink will finish off these areas. The belt buckle can be painted with a mix of Dwarf Flesh and Tin Bitz. Add Mithril Silver to the mix to create a highlight tone. Wash this area with Chestnut ink. Extend the wash over the mail armour below the buckle, to differentiate this area from the rest of the armour.

The bones and skulls will benefit from extra care and attention. Begin by mixing a base colour from Scorched Brown, Chaos Black and a little Codex Grey, and apply this all over the bones and skulls, leaving the undercoat showing through in the deepest recesses. Add Bestial Brown and a little more Codex Grey to the mix for the first highlight layer, then add increasing amounts of Bleached Bone and use the blending technique for these subsequent highlights. Once pure Bleached Bone has been reached, apply a very thin wash mixed from Brown and Black inks. Finally, reset the Bleached Bone highlights, before adding one final highlight layer of Bleached Bone mixed with Skull White.

The Mordor icon on the Shaman's head can be painted with Red Gore, then highlighted with Blood Red. The icons on the chest and skull can be painted in with Mithril Silver. Paint the eyes and teeth with a mix of Fortress Grey and Skull White. Highlight the teeth with pure Skull White, and paint a tiny dot of Chaos Black in the eyes as a pupil.



◀ Carefully blending in the tones of brown, grey and bone will give the skulls a natural finish.



◀ As the brightest area on the miniature, the icon will draw attention to the focal point of the model – the face.



▲ Once based in the usual manner, your Shaman is ready to join the legions of Minas Morgul.



The Desecrated Statue

Once, Gondor stretched across the Anduin to the Mountains of Shadow. However, the taint of Mordor has now consumed much of the kingdom's lands, leaving only shattered ruins and icons of evil in its wake.



Wherever the Orc hordes of Mordor go they leave their mark upon the land, despoiling and destroying the works of Men, leaving towns and cities in ruins. None have suffered this fate more than the Gondorians, whose realm has been slowly eroded over time by the relentless advance of the Dark Lord's armies. Much of the ruins of Osgiliath and the lands beyond the Anduin have fallen to the hosts of Mordor, becoming a breeding ground for the vile Orcs. Where these foul soldiers of darkness and chaos gather, so too do their Shamans, building idols and icons to the glory of the Dark Lord.

In this Modelling Workshop, we will show you how to create a broken and desecrated statue of an ancient Gondorian king upon his throne.

◀ IDOL OF EVIL

Defaced and defiled, this ruined Gondorian statue now serves as an altar to the Dark Lord for the Orc Shaman and his followers.

YOU WILL NEED

Modelling Essentials

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

FOAM CARD
DRESSMAKING PINS
STYRENE
CARD
TISSUE PAPER

AIR-DRYING
MODELLING CLAY
SCULPTING TOOL
FINE SANDPAPER
FLOCK
BLACK TEXTURED PAINT
CODEX GREY,
FORTRESS GREY,

SKULL WHITE,
CATACHAN GREEN,
CHAOS BLACK,
SCORCHED BROWN
BESTIAL BROWN,
FIERY ORANGE, AND
BOLTGUN METAL
ACRYLIC PAINTS



AIR-DRYING CLAY

There are many different kinds of air-drying clay you can use to make this model. However, those from hobby stores will often be easier to work with, as you will find the clay will be smoother and finer in texture.

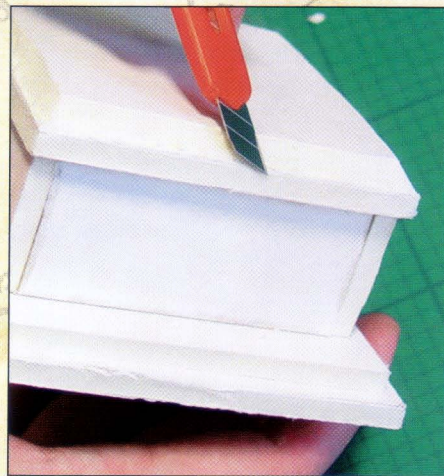


1 Building the Throne

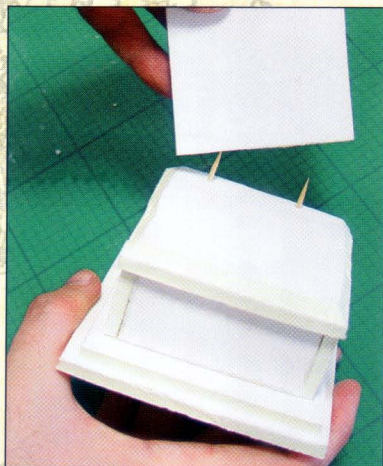
The first part of the statue you will need to make is the throne upon which the king will sit. This will be a box, or plinth, topped with a seat, armrests and a backrest. The base of the plinth is made from two squares of foam card glued together, one about 8cm/3" square and one slightly smaller so that, when joined, they create a step effect. On top of this base use four rectangles of 2½cm/1" wide foam card, each slightly shorter than your base, to create the sides of the plinth. Finally, glue together two squares of foam card to be placed on top of the plinth, large enough so that they will hang over the edge of the sides. Once it is in place, use a craft knife to cut an angle into its edge, so that it slopes inward.

► EDGES AND DETAILS

Angling the edges of the foam card and creating an overhang make the plinth more impressive.



The backrest of the throne is made from two pieces of foam card glued together. It should be as wide as the top of the plinth and about 10cm/4" high and should be placed upright on one of the top edges of the plinth. Next, make the seat by sticking together several sheets of styrene and cutting them into a cube. The cube should be large enough to cover the top of the plinth, but needs to be a bit shorter than the backrest. Using a hobby knife and hot wire cutter, carve the cube into an 'L' shape.



▲ THRONE BACK

The backrest will need to be as sturdy as possible – you can use pins to connect it to the plinth, fixing it firmly in place.

◀ STYRENE SEAT

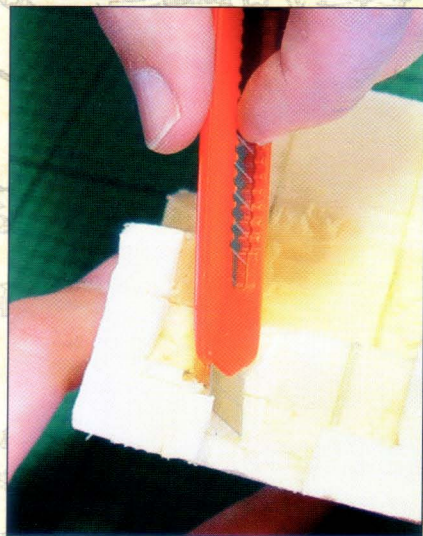
Once you have made the basic shape of your seat, use a hobby knife to create armrests.

► FOAM THRONE

The plinth and throne are now ready for the king to take his seat.

‘When the Enemy returned, our folk were driven from Ithilien...’

BOROMIR™



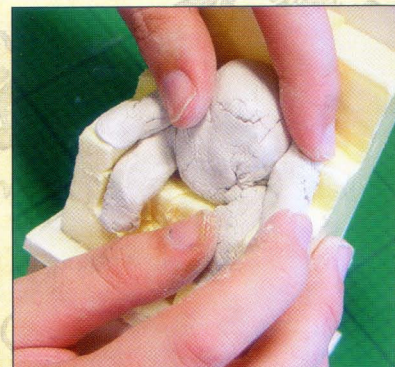


2 The Statue Body

The body of the statue that will sit in the throne is made from five pieces of air-drying clay. You will need to create four thin sausage-shaped pieces for the arms and legs as well as an egg-shaped piece for the torso. You will be adding robes and other details over the top of the statue's body later, so at the moment you only need to make the basic shape of the king in his throne. You can use a sculpting tool to smooth the arms and legs into the torso, as well as to shape simple hands and feet.

► ARMS AND LEGS

Roll the arms and legs from clay and then shape them against the torso and the throne.



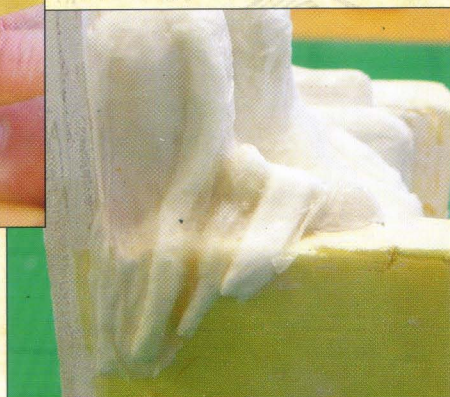
▲ CLAY KING

Air-drying clay is easy to work with but will harden quickly, so make sure you are happy with the final shape of your seated king before leaving it to dry.



◀ WET TISSUE

You will need to be gentle when applying the layers of tissue, as they can easily tear while wet.



► CAREFUL FOLDS

Take your time when creating the folds in the robe, using multiple layers to build up a realistic, draped effect.

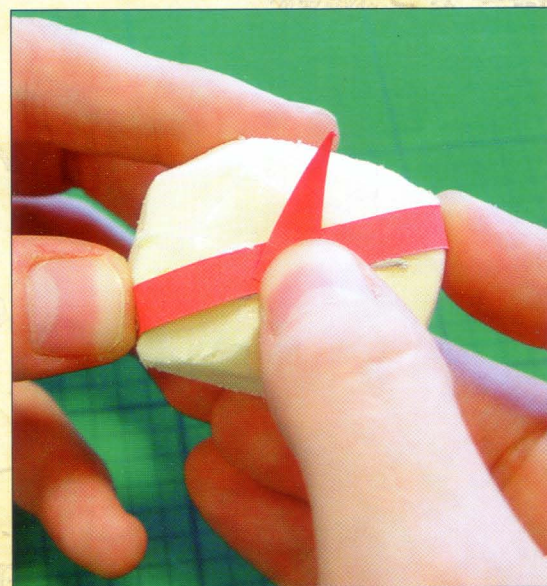
4 Beard and Boulder Head

Once the tissue has dried, you are almost ready to add the ghastly, iron-bound boulder that the Orcs have used to replace the statue's real head. First, however, you will need to create a solid base for it to sit upon. Using air-drying clay, make a beard to attach to the front of the statue's torso. Flatten its top and apply a crosshatch pattern to it with a pin to represent hair, before sticking it in place.

The boulder head is made from a piece of styrene carved into a rough, ovoid shape. Leave cut marks on the styrene rather than sanding it smooth to represent the broken, unworked stone surface. Next, wrap strips of card around the boulder, representing bands of iron, before adding triangular pieces of card onto these bands. Finally, use PVA to attach the head to the rest of the statue.

► BANDS OF IRON

You can use flat-headed dressmaking pins to hold the bands in place and represent heavy rivets.





5 Throne and Statue Details

The sides of the king's throne were once adorned with noble rearing lions. However, time has dulled their appearance, leaving them little more than faded outlines. To create the king's lion motifs, use a pin or blunt pencil and carefully score them into the side of the throne. You can use fine sandpaper to wear down the statue, thinning out the lion motifs and creating the effects of long exposure to the elements.

► LION RELIEF

Don't worry about making the lions too detailed as you will be sanding them down afterwards.



▲ WEAR AND TEAR

You can add damage to the statue by removing small chunks and then sanding them smooth.

► MOSSY COVERING

Once the statue has been painted, you can add fine flock in small patches to represent moss.



6 Painting

Start by giving the statue a coat of black textured paint. Once this is dry, give the model a dry-brush of Codex Grey, followed by Fortress Grey and then, lastly, Skull White. Use a thin wash of Catachan Green in the cracks and crevasses of the model to represent mould. Next, paint the iron bands and spikes on the boulder head with Chaos Black, followed by Scorched Brown. Over this, stipple on a covering of Bestial Brown followed by Fiery Orange to create the effect of rust. Finally, a few flecks of Boltgun Metal around the edges of the bands will finish them off.

7 The Fallen Head

When the Orcs decapitated the statue, they left the king's head lying nearby. To make this head, roll some clay into a rough cylinder, checking it against the statue to make sure it is the right size. Shape one side into a face, pinching out a nose and making a mouth and eyes. Before the head dries, take another piece of clay to create a crown. Flatten it into a thin strip and then, using a sculpting tool or knife, cut jagged points along one side to represent the top of the crown. Wrap the crown around the head, smoothing it into place. It can then be painted in the same way as the statue.



◀ FORGOTTEN GLORY

You can make a base from hardboard or card on which to place your fallen head, surrounding it with sand and overgrown grass.



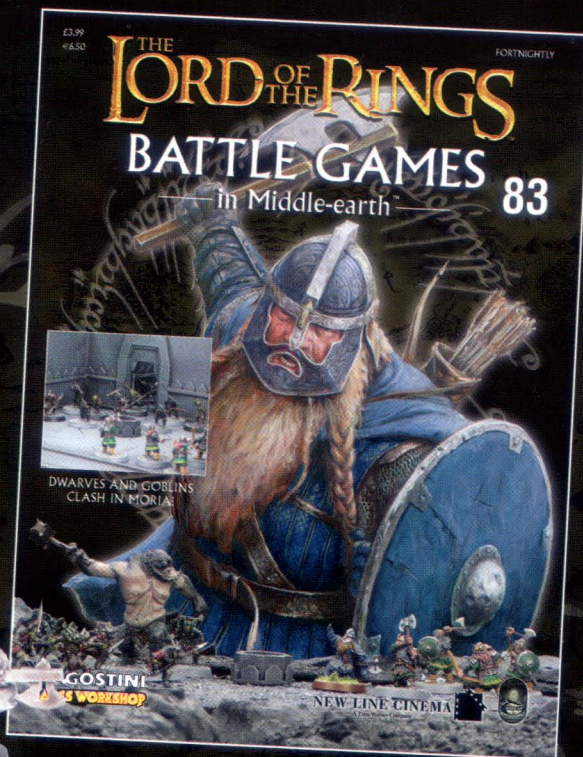
► MONUMENT TO EVIL

The desecrated statue is now complete and ready for use in your Battle Games.

IN YOUR NEXT GAMING PACK...

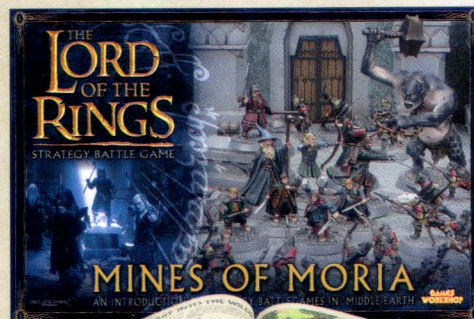
The Battle for the Mines of Moria Begins!

- Learn about the forces of the Dwarves and their mighty heroes
- Delve into the depths of Moria in a deadly 'Dwarven Patrol' scenario
- Paint your Dwarf Captain, ready to reclaim his homeland
- Create the eerie passageways and subterranean rooms of Moria
- **PLUS:** A metal Dwarf Captain model



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



Models supplied with *Battle Games in Middle-earth™* are not suitable for children under 3 years due to small parts and essential pointed components. Citadel Miniatures are fine scale models designed for gamers and collectors. Retain packaging for future reference. Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: *The Fellowship of The Ring*; *The Two Towers*; and *The Return of the King* which are © MMVI New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary trilogy *The Lord of the Rings* (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. All rights reserved. *The Lord of the Rings*, *The Fellowship of The Ring*, *The Two Towers*, *The Return of the King* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved."

