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Learn about Prince Imrahil and the Swan Knights of Dol Amroth who guard Gondor's southern borders.



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Presenting the rules and profiles for using the forces of Dol Amroth, including the powerful and heroic Prince Imrahil, in your Battle Games.



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The Citadel of Dol Amroth™

On the southern border of Gondor lies the mighty fortress city of Dol Amroth, home to Prince Imrahil and his elite cadre of loyal knights. These proud warriors, known as the Swan Knights, are among the greatest of all Gondor's protectors.

In times past the Kingdom of Gondor was among the greatest realms in all of Middle-earth, and its kings ruled over lands that stretched far to the north and south of Minas Tirith. During this golden age of Gondor, many great cities and fortresses were constructed, among them Dol Amroth. Standing on the edge of the Bay of Belfalas, it commanded Gondor's southern fiefdoms and protected her borders.

Ruled over by a line of mighty lords, it was among the greatest of all the kingdom's cities. Though the borders of Gondor have shrunk, the line of the lords of Dol Amroth has remained unbroken and the brave Prince Imrahil now controls the citadel. Leader of the elite Swan Knights of Dol Amroth, so called because of the symbol of the silver swan they bear on their shields, he defends the southern borders of Gondor against its enemies.

In this Pack's Playing the Game, we present the profiles for Prince Imrahil and his knights, allowing you to use these potent warriors in your games. In the Battle Game, Prince Imrahil must defeat a powerful force of Haradrim, intent on breaching Gondor's borders and defiling its lands. In the Painting Workshop, we detail a step-by-step guide to painting your Prince Imrahil miniature, while in the Modelling Workshop, we show you how to build an impressive Dol Amroth border fortress to be used in your Battle Games.

► LORD OF DOL AMROTH

Prince Imrahil rules the city of Dol Amroth, and defends the southern borders of Gondor from the enemy.





Forces of Dol Amroth™

Prince Imrahil and the Swan Knights of Dol Amroth are loyal warriors of Gondor, who valiantly fought alongside Aragorn and the other Free Peoples of Middle-earth. Here we present the full rules for using these warriors in your Battle Games.



The Swan Knights of Dol Amroth are the finest warriors in all of Gondor. A paragon of discipline and martial skill, each Swan Knight is devoted to defending Dol Amroth and Gondor from the encroaching evil of Harad and Mordor. Lying far to the south-west of Minas Tirith, the port city of Dol Amroth is home to tall and grey-eyed Men, born of high blood, who are proud and determined warriors to a man. Their Lord, Prince Imrahil, leads his men from the fore, inspiring them to great acts of bravery and skill. During the Battle of the Pelennor Fields, Prince Imrahil loyally followed Aragorn in the defence of Minas Tirith, and acknowledged him as his king.

In this Playing the Game, we expand the selection of warriors available to the Good player with the forces of Dol Amroth, including Swan Knights, their Captains and the dauntless Prince Imrahil.

◀ FIRM ALLIES

Prince Imrahil fights with Aragorn at the Battle of the Pelennor Fields.

Armoured Horses

The horses ridden by the Knights of Dol Amroth are bred for their strength and surefootedness, and can easily carry both the weight of a heavily armoured knight and their own barding without impediment.

F	S	D	A	W	C	Move
0	3	5	0	1	3	24cm/10"

▶ BRED FOR WAR

The Swan Knight's horses are protected from the rigours of battle by thick armour.





Prince Imrahil of Dol Amroth (Points value: 135)

Both noble and wise, Prince Imrahil, the Lord of Dol Amroth, leads his Swan Knights in battle with a skill few in Middle-earth can match.

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

Wargear:

Sword (hand weapon)
Shield
Heavy armour

Special Rules:

Inspiring

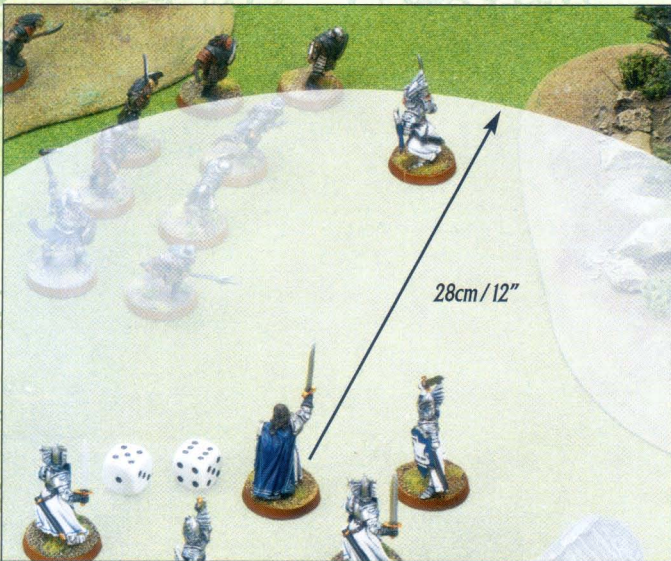
Options:

Armoured horse 15pts
Lance 5pts



Inspiring

Friendly warriors may benefit from the 'Stand Fast' special rule – described in Pack 10 – when they are within 28cm/12" of Prince Imrahil, rather than the usual 14cm/6".



▲ STAND FAST!

Having passed his Courage test, Prince Imrahil's 'Inspiring' special rule means that all the Good warriors within 28cm/12" of him automatically pass theirs, too.





Knight of Dol Amroth (Points Value: 9)

Priding themselves as the greatest warriors in all of Gondor, the Swan Knights of Dol Amroth strike fear into the hearts of any evil creatures that dare march against them.

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

Wargear:

Sword (Hand weapon)
Shield
Heavy armour

Special Rules:

For the Prince!



Mounted Knight of Dol Amroth (Points Value: 19)

Resplendent on their armoured horses, the mounted Knights of Dol Amroth strike with speed and force against their enemies. Few servants of the Dark Lord have faced the Swan Knights and lived to tell the tale.

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

Wargear:

Sword (Hand weapon)
Shield
Heavy armour
Armoured horse
Lance

Special Rules:

For the Prince!



For the Prince!

The Knights of Dol Amroth are proud and noble warriors, who have dedicated their lives to vanquishing the enemies of Gondor. When fighting under the gaze of their leader, Prince Imrahil, these elite warriors strive to outdo each other with their acts of martial prowess. To represent this, all Knights of Dol Amroth within 28cm/12" of Prince Imrahil may re-roll any one of their dice when determining who has won a Fight.

► FOR THE PRINCE!

Stirred by their Lord's presence, the Knights of Dol Amroth may each re-roll one of their dice when determining the outcome of a Fight.





Captain of Dol Amroth (Points Value: 55)



Skilled in the arts of battle and the sword, the Captains of Dol Amroth lead the Knights under their command with judgement and valour.

F	S	D	A	W	C	Move	M	W	F
4/-	3	7	2	2	4	14cm/6"	2	1	1

Wargear:

Sword (Hand weapon)
Shield
Heavy armour

Options:

Lance
Armoured horse
5pts
15pts

Special Rules:

For the Prince!

Dol Amroth Banner Bearer (Points Value: 39)

To carry one of the ancient banners of Dol Amroth is a singular honour, granted only to the noblest Swan Knights. Like all banners, they strengthen the resolve of all warriors who follow them.

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

Wargear:

Banner
Heavy armour

Special Rules:

For the Prince!

Banner (See Pack 34's Playing the Game).
You may not include more Banner Bearers in your force than Heroes.





Dol Amroth™ Companies List

Here, we present the rules for fielding Dol Amroth Battle Companies, expanding on the rules for Battle Companies, which were first presented in Pack 73.

Starting Force

A Dol Amroth Battle Company initially comprises six warriors of Dol Amroth, two with hand weapons and shields, two with spears and shields and two with bows. It also includes a single Swan Knight of Dol Amroth on foot.

NB. Throughout this section you will notice references to the Warriors of Dol Amroth. Simply use the Warriors of Minas Tirith profiles from Pack 23 to represent these bold soldiers.

DOL AMROTH REINFORCEMENTS TABLE

Roll one dice on the table.

DICE	EFFECT
1	No Reinforcements.
2	Warrior of Dol Amroth with bow.
3	Warrior of Dol Amroth with hand weapon and shield.
4	Warrior of Dol Amroth with spear and shield.
5	Choose any of the above.
6	Knight of Dol Amroth on foot.

DOL AMROTH SPECIAL ADVANCE TABLE

Roll one dice on the table.

DICE EFFECT

- | | |
|---|--|
| 1 | Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each. |
| 2 | Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each. |
| 3 | Blade Master: Once per turn, the Hero may re-roll one of his dice when determining who wins a fight. |
| 4 | Courageous: The Hero may re-roll all failed Courage tests. |
| 5 | Great Leader: This Hero's 'Stand Fast!' range is increased to 28cm/12". |
| 6 | The Hero gains an extra point of Might, up to a maximum of three. |





DOL AMROTH EQUIPMENT OPTIONS

Shield:	1 Influence point
Bow:	1 Influence point
Armoured Horse (Knight of Dol Amroth or Hero only):	2 Influence points
Elven Blade (Hero only):	1 Influence point
Spear:	1 Influence point

► KNIGHTLY ASPIRATIONS

Warriors of Dol Amroth with
enough skill and determination
may one day become Swan
Knights themselves.

DOL AMROTH PROMOTION CHART

Warrior

Warrior of Dol Amroth

Knight of Dol Amroth

Promotion

Knight of Dol Amroth

Mounted Knight of Dol Amroth





Defend the Fortress

Thousands of Haradrim have swarmed north to answer the call of the Dark Lord, assaulting Gondor's southern defences. In this Battle Game, Prince Imrahil and a small group of his valiant knights must try and stem the tide of evil.



Sauron has summoned to him armies of evil Men from across the length and breadth of Middle-earth, intent on using them to lay siege to the Kingdom of Gondor. Among these soldiers of evil have come hordes of Haradrim, marching north from their parched lands to take the war to their hated enemies, the Gondorians. Against this massive invasion, Prince Imrahil, Lord of Dol Amroth and protector of Gondor's southern borders, gathers his knights for battle. Imrahil knows he has but few men to face these massed armies of southern warriors, but trusts to the valour and courage of his knights to hold the line.

In this Battle Game, Prince Imrahil must defend a border fortress against a massive incursion of Haradrim, aided by Orcs from Mordor and led by the dreaded Serpent Lord.

◀ LORD OF GONDOR

Prince Imrahil is a proud and noble lord and would sooner die than see his kingdom defiled by the forces of Mordor.

THE COMBATANTS

In this scenario, the Good player will need the Prince Imrahil miniature included with this Pack, as well as 24 Warriors of Minas Tirith. He will also need the five Knights of Dol Amroth card figures and the Prince Imrahil on horse card figure included in this Pack, in addition to the Warrior of Minas Tirith Captain card figure from Pack 86.

The Evil player will require the Suladân miniature from Pack 86, as well as the Hâsharin miniature from Pack 87. He will also need 12 plastic Haradrim Warriors, as well as the 12 Haradrim Warriors, Haradrim Banner Bearer and Haradrim Chieftain card figures from Pack 86. He will also need 18 of the Orc Warriors which have been provided in previous Packs. In addition, he will also need four siege ladders and a battering ram.



◀ LORD IMRAHIL

The Prince of Dol Amroth is a powerful leader and deadly warrior.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Prince Imrahil	6/-	4	7	3	3	6	14cm/6"	3	3	3
Knight of Dol Amroth	4/-	3	6	1	1	4	14cm/6"	-	-	-
Captain of Men	4/4+	4	5	2	2	4	14cm/6"	2	1	1
Warrior of Minas Tirith	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Armoured Horse	0	3	5	0	1	3	24cm/10"	-	-	-
Suladân	5/3+	4	5	3	3	4	14cm/6"	3	3	1
Hâsharin	5/3+	4	4	3	2	4	14cm/6"	1	1	3
Haradrim Chieftain	4/4+	4	5	2	2	4	14cm/6"	2	1	1
Haradrim Warrior	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Orc Warrior	3/5+	3	4	1	1	2	14cm/6"	-	-	-

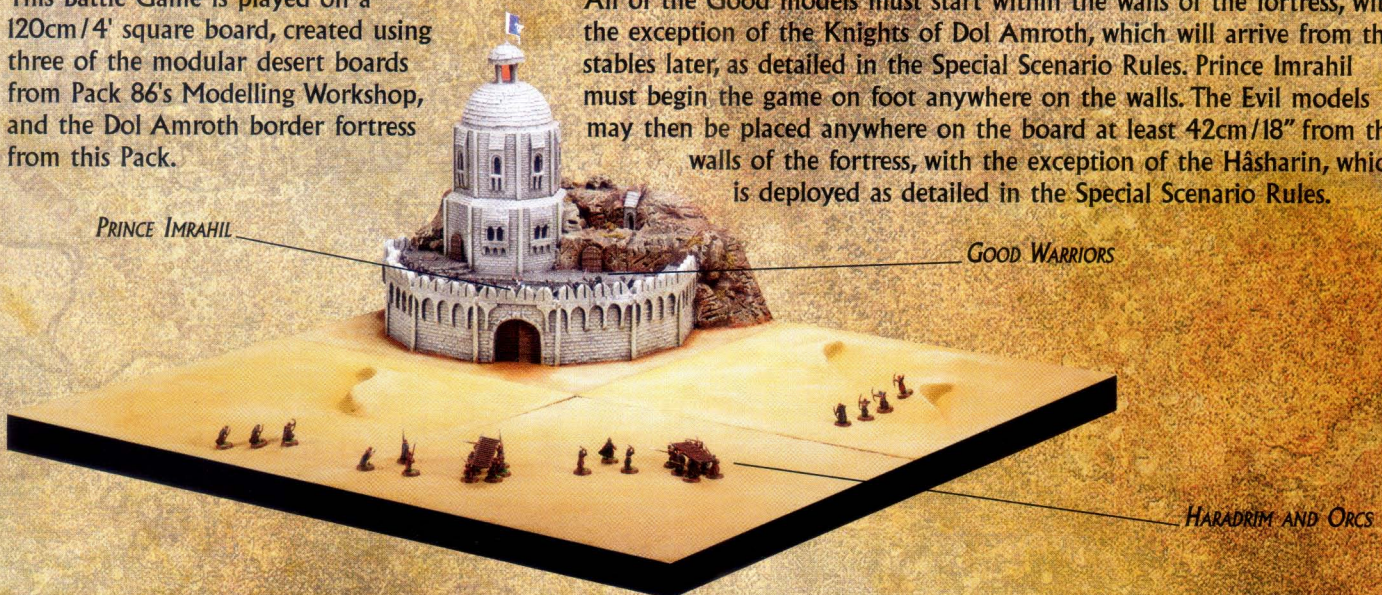
NB: Models carrying shields increase their Defence value by 1 point.

The Gaming Area

This Battle Game is played on a 120cm/4' square board, created using three of the modular desert boards from Pack 86's Modelling Workshop, and the Dol Amroth border fortress from this Pack.

Starting Positions

All of the Good models must start within the walls of the fortress, with the exception of the Knights of Dol Amroth, which will arrive from the stables later, as detailed in the Special Scenario Rules. Prince Imrahil must begin the game on foot anywhere on the walls. The Evil models may then be placed anywhere on the board at least 42cm/18" from the walls of the fortress, with the exception of the Hâsharin, which is deployed as detailed in the Special Scenario Rules.





Special Scenario Rules

Sally Forth!

Prince Imrahil is a bold commander, aggressive and decisive on the battlefield. He prefers to take the fight to the foe, charging into combat from the back of an armoured steed. If at any time during the game Prince Imrahil is moved into the stables – as indicated in the starting positions – then remove him from the board immediately as he summons his horse and knights. At the start of the Good player's following Move phase, place the mounted Imrahil and his five knights in contact with the stable. Thereafter they move and charge as normal.



◀ CHARGE!

Prince Imrahil and his knights appear from the stables at the start of the Good player's Move phase and immediately charge into those Haradrim that have breached the walls.



Cruel Commander

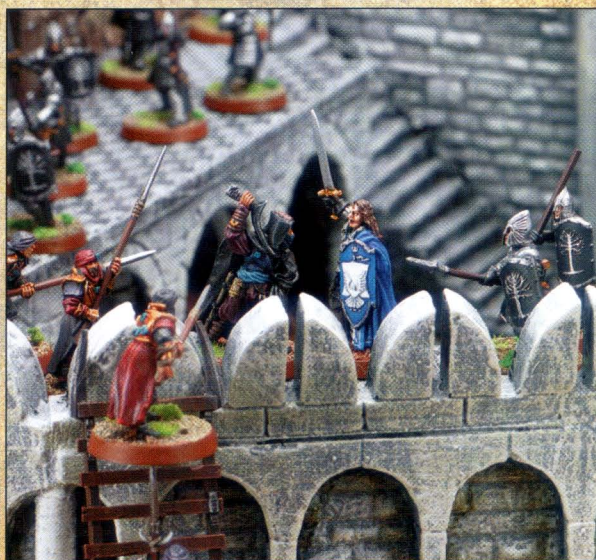
Suladân is a callous and cruel commander who will gladly use murder as a method to motivate his men on the battlefield. Whenever Suladân calls either a Heroic shoot or Heroic move, he may extend its range from 14cm/6" to 28cm/12" by removing an Evil model within 14cm/6" of himself. A model removed in this way is killed regardless of its remaining Wounds or Fate. In all other respects, a Heroic move or shoot called in this way follows all the normal rules.

◀ CLIMB, YOU DOGS!

Suladân kills a nearby Haradrim warrior, extending the range of his Heroic move and allowing more of his men to surge up the siege ladders.

Concealed Assassin

Hâsharin are treacherous individuals who will use every means at their disposal to kill their intended target, including disguising themselves to hide their true nature. At the start of the scenario the Hâsharin is not placed on the board, as he has disguised himself as a Haradrim warrior. At the beginning of any of the Evil player's Move phases he may choose to reveal the Hâsharin by removing any Haradrim warrior currently on the board and replacing it with the Hâsharin figure. If the model replaced is lying down or in combat, then the Hâsharin will be in the same position. Thereafter he will move and fight as normal.



◀ REVEALED!

Prince Imrahil charges into a Haradrim warrior, only to discover that it is in fact a Hâsharin in disguise.

MOUNTED PRINCE IMRAHIL™



MOUNTED PRINCE IMRAHIL™

KNIGHT OF DOL AMROTH™



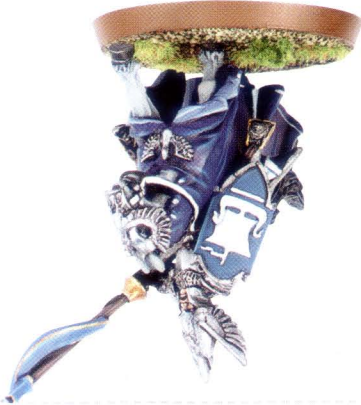
KNIGHT OF DOL AMROTH™

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KNIGHT OF DOL AMROTH™



KNIGHT OF DOL AMROTH™

KNIGHT OF DOL AMROTH™



KNIGHT OF DOL AMROTH™



Knightly Honour

Prince Imrahil and the men under his command are brave and loyal to the last drop of their blood and would sooner face death at the hands of their enemies than retreat. They also know that against the forces of Suladân they can expect neither mercy nor quarter. Prince Imrahil and any Good model within 28cm/12" of him will automatically pass any Courage test they are required to make in this scenario.

► TO THE LAST

Though the Good player's force has been reduced to less than half its starting strength, Prince Imrahil and those warriors close to him do not need to test their Courage to keep fighting.



WINNING THE GAME

- If at the start of any turn Suladân and more than 20 Evil warriors have been slain, then the Good player is the winner.
- If at the start of any turn Prince Imrahil has been slain, then the Evil player is the winner.
- Any other result is a draw.

'...Such was their fortune and skill...in the hour of their wrath.'

THE LORD OF THE RINGS™





Prince Imrahil™

Far to the south of Minas Tirith, the noble Prince Imrahil leads the courageous people of Dol Amroth against the attacking armies of the evil Haradrim. Here, we show you how to paint your Prince Imrahil model, ready to defend the lands of Gondor.



At the time of the War of The Ring, the Lord of Dol Amroth and leader of the Swan Knights was the heroic Prince Imrahil. Born of high blood, the prince typifies the tall, grey-eyed and dark-haired men of Dol Amroth. Clad in the ornate armour of all Swan Knights, Imrahil also carries a shield, which bears his personal heraldry – the silver swan and ship.

In this Pack, we guide you through the process of painting your own Prince Imrahil figure, by combining a simple yet striking colour scheme with a few fine details.

◀ VALIANT PRINCE

Resplendent in his shining armour, Prince Imrahil fights against the forces of evil.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
BOLTGUN METAL
CHAINMAIL
BLUE INK
BLACK INK
MITHRIL SILVER
REGAL BLUE

SPACE WOLVES GREY
SKULL WHITE
CODEX GREY
FORTRESS GREY
SHINING GOLD
BROWN INK
SCORCHED BROWN

BLEACHED BONE
BESTIAL BROWN
VOMIT BROWN
TANNED FLESH
DWARF FLESH
ELF FLESH



1 Weapons and Armour

Begin by undercoating the model Chaos Black. Once this is dry, apply Boltgun Metal to the sword, armour and the metal trim of the shield, followed by a highlight of Chainmail, applied using the layering technique. Next, mix together Blue and Black inks to create a wash. Add a little water to the mix to dilute it before applying the wash to the armour and shield. Finally, after ensuring the wash is completely dry, apply a final highlight of Chainmail mixed with Mithril Silver, this time using the blending technique. Increase the amount of Mithril Silver in the mix for subsequent blending stages, through to a final highlight of pure Mithril Silver.



◀ The wash will both define the edges of the armour and give it a blue tint, which will show through after later highlights.



◀ Smoother highlights can be achieved by increasing the number of layers and only subtly lightening them.



► Use your finest brush to apply these delicate details.

2 Shield and Clothing

Imrahil's shield and cloak are given a base colour of Regal Blue. Next, using the blending technique, highlight this with a mix of Regal Blue and a little Space Wolves Grey. Apply further highlights by adding increasing amounts of Space Wolves Grey to the mix. Once the blue of the cloak is finished, the edges can be trimmed with a simple pattern in Skull White, which will require a fine detail brush and a steady hand. You can now move on to the white short coat and the shield design. Begin by painting these areas Codex Grey, followed by a highlight of Fortress Grey, which is blended through to a final highlight of Skull White. Lastly, the bottom of the short coat is trimmed with a thin band of Regal Blue.

3 Face and Details

With the major areas of the model painted, all that remains are the details. The cross-guard and pommel of Imrahil's sword are painted with Shining Gold, followed by a watered-down wash of Brown and Black inks. Re-set the base colour before applying a fine highlight of Mithril Silver. The sword's hilt and Imrahil's belt are both painted Scorched Brown, before being highlighted with a mix of Scorched Brown and Bleached Bone. To paint Imrahil's hair, begin with Scorched Brown before adding a highlight mixed from Bestial Brown and Scorched Brown highlight. Add a little Vomit Brown to this mix for a final highlight. Imrahil's gloved hand is first painted with Chaos Black, before being highlighted with a Chaos Black and Codex Grey mix. To paint Imrahil's face, use the same methods and techniques used for painting Legolas' face in Pack 76.



▶ Blending from a dark colour through to a light one allows you to paint realistic facial detail.



▲ Having been based to match the rest of your models, your Prince Imrahil is ready for battle.



Border Fortress

Along the borders of Gondor, sturdy outposts, fortresses and citadels garrison proud warriors of Men. These soldiers stand ever vigilant against the enemies of the Free Peoples. Here, we look at building just such an outpost.



The fortresses of Gondor were built long ago by the Númenóreans, and stand proud as bastions against evil. The Gondorians who inhabit these strongholds stand watch against incursions into the lands of the Free Peoples, ready to answer the call to arms against the forces of Sauron.

In this Modelling Workshop, we show you how to build a typical Gondorian border fortress. This one represents a garrison on the borders of Harad, matching the Haradrim desert boards you made in Pack 86. Additionally, to fit the theme of this Pack's Battle Game, this fortress is one of Dol Amroth. As such, its graceful towers jut out of a rocky cliff face, while the blue banners of the Swan Knights flutter in the desert winds.

◀ STRENGTH OF GONDOR

The fortress of Dol Amroth stands firm against the Haradrim attackers.

YOU WILL NEED

Modelling Essentials

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

2½CM/1" THICK
POLYSTYRENE SHEET
DUCT TAPE
FOAM CARD SHEETS
MASKING TAPE
DRESSMAKING PINS
BALSA WOOD SHEET & DOWEL
POLYSTYRENE SPHERES OR DOMES

MAP PINS
ALUMINIUM TUBE OR ROD
5CM/2" THICK
POLYSTYRENE SHEET
THIN CARD
TEXTURED PLASTIC CARD
TEXTURED WALLPAPER
PLASTIC HALF-PIPE
PLAIN PLASTIC CARD
READY-MIXED PLASTER FILLER
MODELLING PUTTY

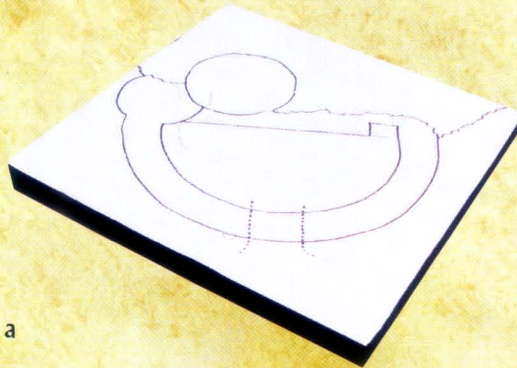
ROCKS AND GRAVEL
MODELLING SAND
TEXTURED MASONRY PAINT
CHAOS BLACK, BESTIAL BROWN,
CODEX GREY, BLEACHED BONE,
BUBONIC BROWN, FORTRESS GREY,
SCORCHED BROWN, SKULL WHITE,
GRAVEYARD EARTH, KOMMANDO
KHAKI AND SNAKEBITE LEATHER
ACRYLIC PAINTS
BROWN AND GREEN INKS
BRUSH BRISTLES
COARSE TURF



RECAP

Making the Base

The Dol Amroth border fortress will be constructed on a 60cm/24" square base, so that it can fit in with your modular desert boards. The base is made from two 1" thick sheets of polystyrene, strengthened by wrapping duct tape around the edges. This is exactly the same technique as was used on the desert boards in Pack 86. Before you begin, it is a good idea to mark out the positions of the fortress components. We have included a large tower, a curved wall with gatehouse, a stable, and a cliff face.

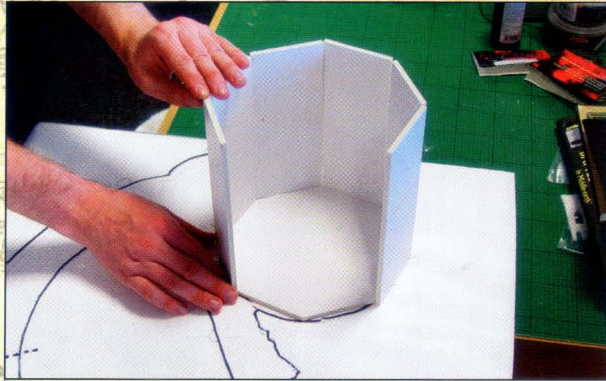


◀ DESERT BOARD

Marking the position of your fortress components will help you avoid mistakes.

1 The Tower

The large tower, or keep, is an octagonal structure. We used eight facets of foam card, each measuring about 5cm/2" in width and about 20cm/8" high. Arrange these on your base as precisely as you can, creating an octagonal tower as shown, and stick them together with PVA glue. Mark a line around the walls of the tower, about 10cm/4" from the base. This will be a good guideline for the positions of the doors and windows later.

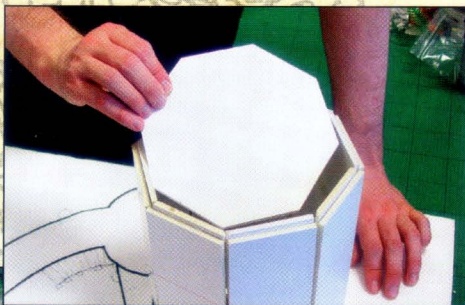


◀ ASSEMBLING THE TOWER

It's easier to get an exact shape by gluing the walls around a foam card octagon.

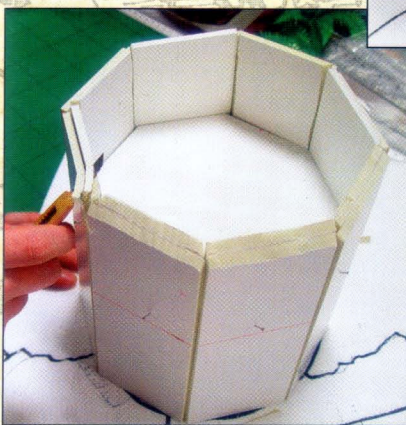
► THE INNER FLOOR

Once the supports have been glued inside the tower, insert the octagonal floor.



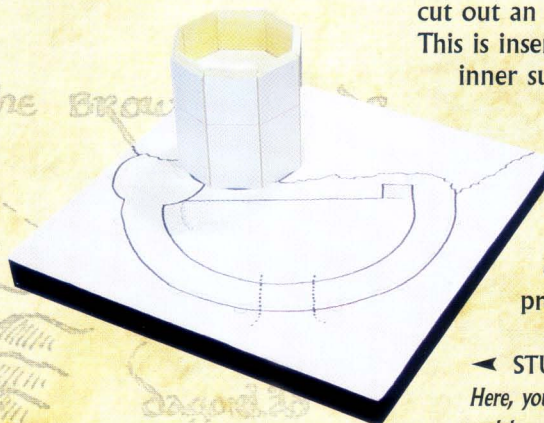
2 Support walls

Cut out eight more foam card walls, slightly narrower than the first set. Glue these to the base inside the existing structure to lend strength to the tower. Next, create a third set of walls, narrower than the last, but only measuring 10cm/4" tall. Glue these inside the last set of walls. These allow you to insert an inner floor for some interior detail. Next, trace around the tower shape and use this guide to cut out an octagon from a piece of foam card. This is inserted inside the tower, resting on the inner support walls, to form a floor. Once the floor is in, stick masking tape around the interior 'room', both to strengthen the structure and hide any unsightly gaps. If you like, you can chamfer the topmost edges to produce a neat slope.



▲ SLOPED DETAIL

Use a sharp knife to carefully chamfer the double-thickness walls.



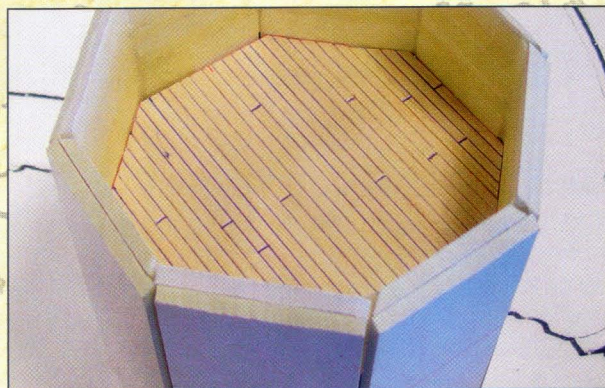
◀ STURDY BASE

Here, you can see the foundations of the tower, and how it fits into the overall plan.



3 Interior Details

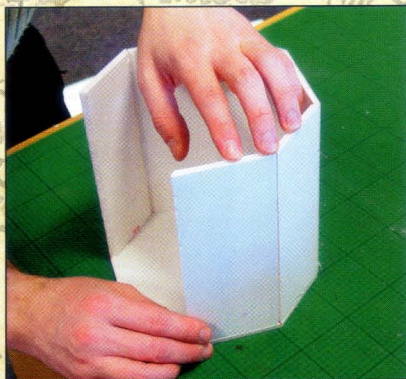
The upper floor of the tower can be clad in balsa sheet, which is then scored to resemble floorboards. If you wish, you can also make furniture in a similar way to previous Packs.



◀ FLOORBOARDS
Insert your scored balsa sheet to add an extra degree of realism.

▶ INNER TOWER

Notice how pins have been used to hold the narrow tower together while the glue dries.



4 Upper Level

Again, you will need to cut out a set of eight foam card walls, slightly narrower than the support walls, and approximately 17cm/7" high. Glue these to form another octagonal tower, but do not stick them inside the base tower. Use pins and tape to temporarily hold them in place. Once dry, draw around one end of this tower onto a piece of foam card, and use this shape to cut out an octagon. Glue this to one end of the tower so that it keeps its shape. Once the tower has completely dried, it should be able to freely slide in and out of the tower base, resting on the inner floor.

5 Tower Roof

The roof of the tower is made from half of a polystyrene sphere. This is glued to the top of the inner tower. The top part of the dome is cut so that it is flat, and a small lookout tower is created from four balsa wood dowels, which support a smaller polystyrene dome. Next, all of the polystyrene surfaces are covered in tiles, made either from thin card or plastic card. Finally, as an optional extra, you can make a banner pole to adorn the top of the watchtower. This is made by gluing an upside-down map pin to the top of the smaller dome, then placing modeller's aluminium tube over the pointed end. A dressmaking pin with a round head can be used to finish off the top of the pole.



▲ DOMED ROOF

We found this polystyrene dome in a hobby shop, and it is the ideal basis for the tower roof.

▶ LOOKOUT TOWER

Take care when assembling the tower top, to ensure that it is level.



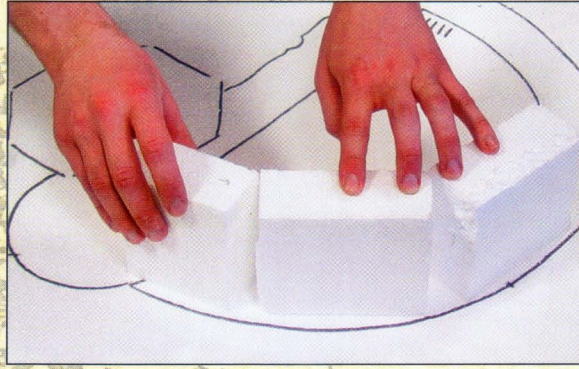
▲ TOWER ASSEMBLY

By the end of Step 5, you should have a two-tier tower keep.



6 The Outer Walls

The border fortress is protected by sturdy walls, which form a multi-faceted perimeter around the fortress. Create each section out of 5cm/2" thick polystyrene blocks, with each section measuring 12cm/5" wide by 10cm/4" high. One section will house the gateway, which needs to be cut out before assembly.

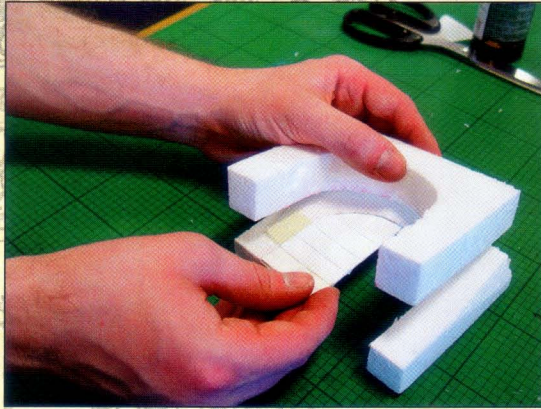


STURDY WALLS

The outer wall sections are trimmed and arranged in a rough semi-circle.

SANDWICHING THE GATES

By using masking tape hinges, you can ensure that the gates open and close.



7 The Gatehouse

The gateway is simply an archway cut into one of the wall sections. Within this, glue a pair of balsa wood or card gates, made in the same way as the Minas Tirith gates from Pack 56. If you want your gates to open and close, simply create the gatehouse section from two 2½cm/1" thick sheets of polystyrene instead of a single, thicker piece. Sandwich hinges made from masking tape between these layers, and also between the wooden layers of the door, to allow the gates to swing open.

8 Small Tower

One end of the wall simply ends at a cliff face, which will be made later. The other, however, attaches to a squat, circular tower. Carve the tower from two sheets of 5cm/2" thick polystyrene, using a hot wire cutter – aim to cut an accurate circle, with a 12cm/5" diameter. Stick these together to form a 10cm/4" thick cylinder. You will need to carve a section out of the side of the cylinder so that it fits neatly around the large tower, as shown. Finally, assemble these walls. You may need to make an additional small wall section to make the walls butt up neatly to the circular tower.



FITTING THE TOWER

Cut away small sections of styrene at a time, to ensure that the fit is as snug as possible.



FORTIFIED POSITION

With its walls constructed, the fortress now looks like a formidable strategic base.

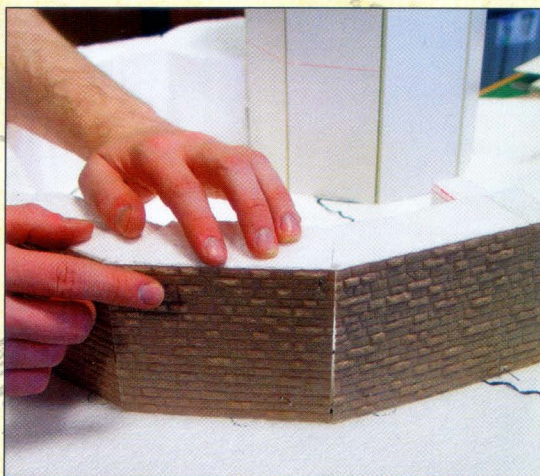


9 Bricks and Cobblestones

The easiest way to texture the walls is to glue textured plastic card to them. This is a good opportunity to conceal the largest of the gaps in the polystyrene walls. The area within the walls, and the wall walkways, will benefit from a cobblestone texture, made from textured wallpaper. Simply cut the wallpaper to the required size and shape, and glue it down onto the base.

► BRICKWORK

Use PVA and pins to attach the textured plastic card to the polystyrene walls.



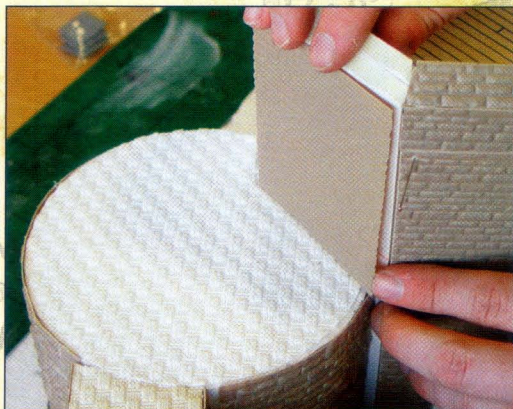
► CRENELATIONS

Carefully carve the crenellations from foam card, and apply them as shown to form the battlements.



11 Texturing the Large Tower

The rest of the walls will also need a brick texture applied to their external facings. Again, glue textured plastic card to the facets of the tower. To add realism, try using a smaller scale – or gauge – of plastic card on the interior buildings than you did on the outer walls. Remember that you only need to texture the visible parts of the upper tower, leaving the lowest portion plain. This allows it to slide into the base, so you can still remove it to reveal the interior floor.



◀ CLADDING THE TOWER

The smaller gauge of the brickwork differentiates the tower from the outer walls.

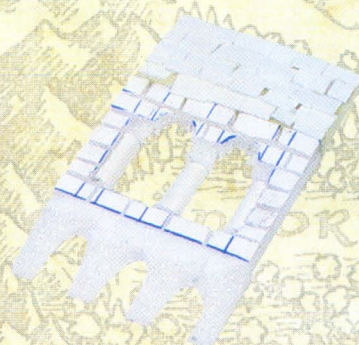
12 Doors, Windows and Hatches

Entrance points are very important within any fortification. You will need to create a doorway on the ground level of the large tower, one on the wall level of the tower, as well as a hatch on the round tower that joins the walls. Additionally, the large tower will need windows on every forward-facing facet. As the cliff will cover some of the facets, there is no point modelling windows onto every surface. The windows are created from foam card and plastic half-pipe. The sloped portions are simply clad in plastic card tiles. Finally, if you find that there are any gaps between these details and the walls, simply use a little plaster filler to blend them in.



▲ FORTIFIED DOORS

Balsa wood, plastic card and thin card are all used to make these detailed doors.



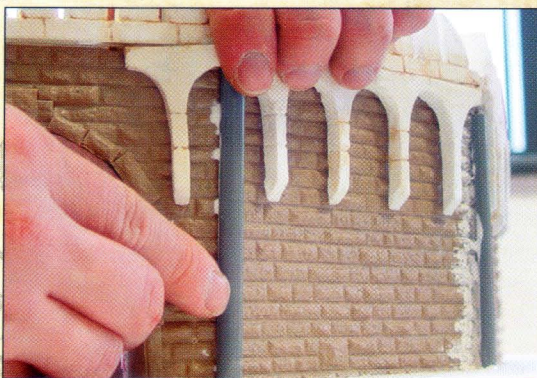
▲ ORNATE WINDOW

The window is carved from a single piece of foam card. The decoration is made from plastic half-pipe and plain plastic card.



13 Filling the Gaps

After the brickwork has been applied, and the largest gaps have been filled, there will still be lots of seams that need to be disguised. The most noticeable ones will be between the facets of the large tower and the outer walls. The best way to hide these and remain in keeping with the architectural style of Dol Amroth is to apply piping. This is simply cut from lengths of plastic half-pipe. The most useful type is about 1cm/1/2" wide.



▶ PIPING

Plastic half-pipe, available from all good model shops, is a quick and easy way to disguise the seams in your plastic card texture.

▶ ADDING THE ROOF

Take care to get the shape of the roof right, so that it fits around the tower.



▲ ORNATE PILLARS

This pillar was made from materials left over from other modelling projects, with an ornate top carved from modelling putty.

15 Stairs and steps

The top of the stable doubles as a walkway, and will need to be connected to the main wall by means of a stairway, carved from polystyrene with a sharp knife. If you wish, you can also position extra stairways down the side of the stable, and behind at least one of the wall sections to give your Gondorian defenders plenty of access points. Wall stairs are made from styrene, in exactly the same way as those from Pack 28's Modelling Workshop.



▶ STAIR LAYOUT

You may need to experiment with the configuration of your stairs, depending on the exact dimensions of your model.

14 The stables

The ornate stables are used by the Swan Knights of Dol Amroth to house their noble steeds. The front of the stables are represented by a series of stone arches, which are carved from foam card and then attached to dowel pillars. The tops of the pillars can be made more ornate by applying some modelling putty to them, and carving a pattern into them as shown. You will need to create a back wall for the stables, which can be textured with brick or rock-patterned plastic card, before adding a foam card roof. Before gluing down the roof, undercoat the insides of the stable with Chaos Black paint, as it will be hard to reach later.



▲ MAN-MADE STRUCTURE

With the stable and stairs in place, the man-made parts of the fortress are complete.



Finishing touches

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

The Cliff

The cliff is made from polystyrene, then textured with rocks, gravel and sand, similarly to the Balrog's lair from Pack 85. The rocks need to be sealed with textured masonry paint before undercoating, and are then dry-brushed Bestial Brown, Codex Grey and Bleached Bone.



▲ **ADDING POLYSTYRENE**
Bulk out the largest areas of cliff with thick polystyrene blocks.

Hidden Outposts

Although not necessary, you can even add lookout platforms and hidden doors and windows in the cliff section, poking out of the rocks. This will give the impression that the ancient Númenóreans tunnelled into the rock face to create an impenetrable stronghold.



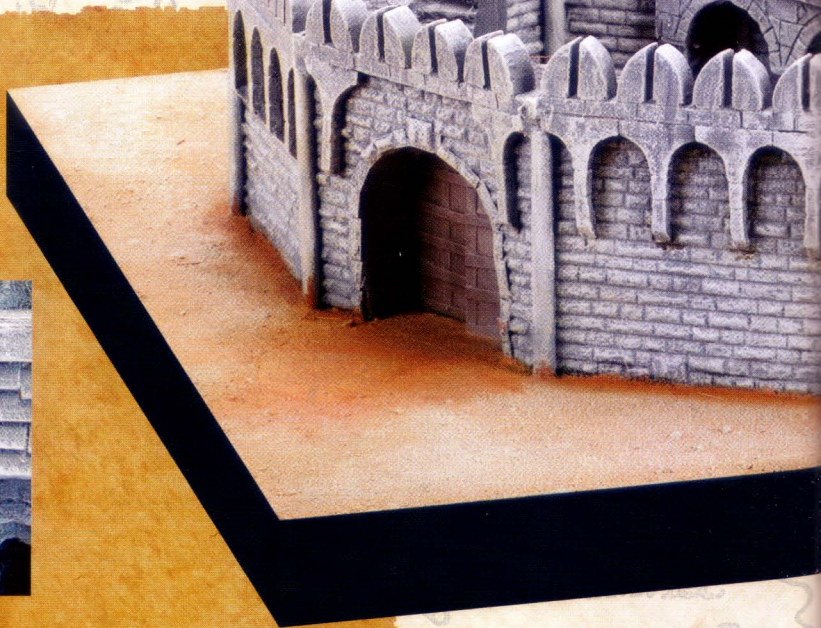
◀ **HIDDEN WATCHTOWER**
This window indicates that there are Gondorians living within the cliff itself.

Structure Details

The brickwork is painted in the same way as Pack 33's Osgiliath ruins. Dry-brush the courtyard Codex Grey, then Fortress Grey. The slate is dry-brushed with Codex Grey. The doors, hatches and the main gate are painted Scorched Brown, then dry-brushed with Graveyard Earth, then Kommando Khaki. The windows are left black.



► **REALISTIC SHADING**
Use thinned-down Brown and Green inks to provide shading.





Banner

A large Dol Amroth banner can be attached to the flagpole on the main tower, made in the same way as the ones on the tents from Pack 86. Use PVA to set the banner in a realistic, fluttering position.

► SWAN KNIGHT HERALDRY

The distinctive banner of Dol Amroth flies above the fortress keep.



Finishing Touches

A few extra details will really enhance the overall look of the model. Try putting hay, made from brush bristles, in the stable area. Also, a few barrels and crates will make the courtyard look well used. Finally, a few bits of foliage made from coarse turf will break up the rocky areas – give them a dry-brush of Bleached Bone to make them look like parched desert plants.



▲ ADDING STRAW

Hay and straw can be made from brush bristles, and glued down in small patches around the stable.

Desert Board

The area of board outside the walls can be textured with modelling sand and painted in the same way as the desert boards from Pack 86's Modelling Workshop. A dry-brush of Snakebite Leather around the base of the walls will provide shading, and blend the fortress into its desert surroundings.



◀ PAINTING SAND

Paint the desert area Bubonic Brown, and dry-brush it with Bleached Bone.

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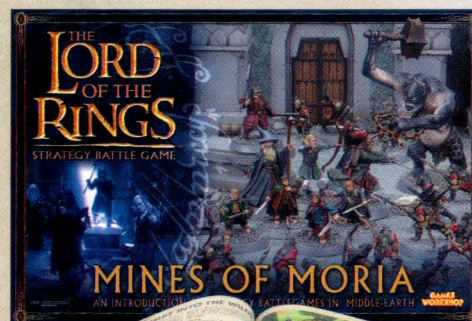
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