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THE LORD OF THE RINGS

BATTLE GAMES 71

— in Middle-earth™ —



THE WITCH-KING DESCENDS
ON MINAS TIRITH!

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THE LORD OF THE RINGS

BATTLE GAMES 71 — in Middle-earth —



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Managing Editor: Ally Bryce

Production Controller: Mark Sanders-Barwick

ISBN 0 7489 7817 8 N71 05 10 12 Printed in Italy.

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

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British Cataloguing-in-Publication Data:

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

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Oath-breakers

Since the time of the Second Age, the Warriors of the Dead have dwelt beneath the White Mountains. Having broken their sacred oath to Isildur, they are doomed to pay for their treachery for all eternity.

*'Who enters
my domain?'*

KING OF THE DEAD™

*'One who will have
your allegiance.'*

ARAGORN™

When Elendil and Isildur united with the Elves to defeat Sauron at the end of the Second Age, they called upon their countrymen to fulfil their oaths of fealty and join with them. While most answered the call of their king, there were those who refused. These traitorous and cowardly Men were cursed by Isildur for their betrayal, and doomed to walk the Paths of the Dead forever, never knowing the peace of the grave. For thousands of years, these damned souls lurked beneath the Dwimorberg peak, killing those foolish enough to travel the road below the mountain and casting a shadow of fear across the Dimholt Wood that stood at its base. It was not until the closing years of the Third Age that Aragorn, Isildur's heir and rightful King of Gondor, offered them their salvation, calling upon these long-dead warriors to fulfil their ancient oath and granting them their final rest.

In this Pack's Playing the Game, we present the profiles for the Army of the Dead and their King, allowing you to use these ghostly warriors in your Battle Games. This Pack also sees the second exciting instalment of our massive Siege of Minas Tirith Battle Report, following all the action as the Evil side's assault begins. In the Painting Workshop, you will learn how to paint your King of the Dead figure, while in the Modelling Workshop we show you how to create more modular terrain tiles for the Pelennor Fields, featuring docks and the cobbled streets of Minas Tirith.

► KING OF THE DEAD

To fulfil his ancient oath, the King of the Dead leads his ghostly warriors into battle against the enemies of Gondor.





The Return of the King™

Aragorn proved his worth as a leader of men at the Battle of Helm's Deep, fighting alongside King Théoden. Here, we detail some of his adventures from The Return of the King that you can recreate with Battle Game scenarios.

With Saruman's army crushed and the Wizard himself now dead, Théoden leads the Rohirrim's victory celebrations. Aragorn knows that the final victory is far from won and that a greater peril to Middle-earth is about to be unleashed by Sauron. As Gandalf speeds to Gondor's defence, Aragorn accompanies Théoden to Dunharrow as the Rohirrim muster for war. It is here that Elrond finally persuades Aragorn to accept his destiny as the rightful heir to Gondor's throne. Aragorn and his companions brave the Dimholt Road and confront the King of the Dead...

► DEAD MEN OF DUNHARROW

Aragorn proclaims himself King to command the Army of the Dead.



Gondor in Peril

Denethor despairs as Sauron's army launches its assault on Minas Tirith. Without a strong ruler, the city's defences are weak, and it is left to Gandalf to hold the city until its rightful king can return.



Pirates of Umbar

Corsair raiders are racing up the river Anduin, burning the towns as they go. Only Aragorn and the Army of the Dead have a chance of stopping them from delivering reinforcements to the Pelennor Fields.



The Battle of the Pelennor Fields

The siege of Minas Tirith had raged throughout the night, leaving the city's defenders tired and bereft of hope. Even the arrival of the Rohirrim fails to turn the tide completely. The thunderous charge of the Riders of Rohan wreaks havoc among the Orc ranks, scattering their formations, but this advantage was countered by the stampeding Mûmakil of Harad. With the rampaging hordes of Mordor loose in the White City itself, all seems lost, until Aragorn arrives at the head of the Corsair fleet, with the Army of the Dead beside him.

► SWIRLING MELEE

Gothmog meets his doom at the hands of Aragorn and his companions.



*'Put aside the Ranger.
Become who you were born to be.'*

ELROND™

The Black Gate Opens

Although the army that besieged Minas Tirith is defeated, it was but a fraction of the forces still within the mountainous walls of Mordor – Sauron's full might has yet to be seen. Aragorn determines to draw out that force, thus clearing a path for Frodo across the plains of Mordor. Finally acknowledging his birthright, Aragorn marshals the surviving forces of Rohan and Gondor and marches north to the Black Gate. As the gate opens and the hordes of Mordor flood out, Aragorn leads the Free Peoples of the West in a final charge against the tyranny of Sauron.



▲ FOR FRODO!

The battle at the Black Gate will be presented in a future Pack of Battle Games in Middle-earth.





Army of the Dead

The cursed Men of Erech dwell within the Paths of the Dead, their restless spirits doomed to await the return of the King and fulfil their broken oath. Here, we include rules for using the Army of the Dead in your Battle Games.



Trapped between the realm of the living and the Wraith-world, the Army of the Dead have languished for thousands of years, denied final rest as the price for their treachery. When Aragorn makes his bargain with the King of the Dead and his warriors, they are given a chance to make their peace and lift the curse that was placed upon them. At the Battle of the Pelennor Fields, they fall upon the hosts of Mordor, filled with the silent rage of centuries, slaying all who stand in their way until, at last, Aragorn frees them from their oath and counts their service to Gondor restored. Here, we present the rules for using these deadly apparitions in your games.

◀ WARRIOR OF THE DEAD

The price of betrayal is evident in this warrior's decayed visage.

Using the Army of the Dead

The King of the Dead and his Warriors of the Dead are all ethereal spirits and, as such, benefit from the following rules:

Terrifying Enemy

The cursed Dead evoke Terror in all their foes, as described in the rules for Courage presented in Pack 10.

Blades of the Dead

The swords of the Dead have long lost their edge, and yet armour is scant use against them – the only defence is a brave heart. When determining what score the Dead need to wound their enemies, use the opponent's Courage rather than their Defence on the Wound chart. For example, when rolling to wound an Orc archer, the King of the Dead's Strength of 4 is cross-referenced with the Orc's Courage of 2, rather than its Defence of 4, meaning that the King needs only a 3 or more to wound the Orc instead of the normal 4 or more.



▲ THE RESTLESS DEAD

These ghosts fight with ethereal weapons that are deadly to the living.



King of the Dead (Points Value: 75)

A ghostly echo of the man that once was, this ancient king has sworn to lead his army into the fight against Sauron as penance for refusing to do so many centuries before.

F	S	D	A	W	C	Move	M	W	F
4/-	4	8	1	2	8	14cm/6"	0	6	3

Wargear:
Blades of the Dead

Special Rules:
Terrifying Enemy
Drain Soul



Warrior of the Dead (Points Value: 15)

The oath-breakers of Erech now fight at Aragorn's side against Sauron. Only in doing this can they lift the curse, which Isildur placed upon them long ago.

F	S	D	A	W	C	Move	M	W	F
3/-	3	7	1	1	8	14cm/6"	-	-	-

Wargear:
Blades of the Dead

Special Rules:
Terrifying Enemy



Drain Soul

The chill touch of the King of the Dead can tear the life from even the greatest warrior. So deadly is his touch that an enemy suffering a wound from the King of the Dead is automatically slain, regardless of the number of wounds on its profile. Heroes can use Fate points to avoid wounds inflicted by the King as normal, but if even a single wound gets through their defences, they are slain and removed from the battlefield as a casualty.



◀ LIFE-STEALER

The King scores a wound on this Troll, slaying it outright despite the fact that it has 3 Wounds on its profile.

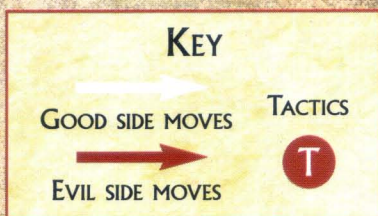


Siege of Minas Tirith™ *Turns 1-4*

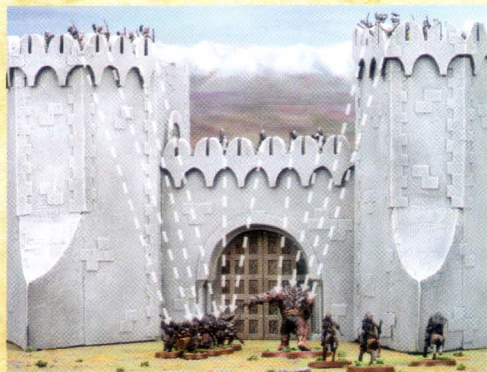
With the sides chosen and the battlefield set, our four players are ready to commence play. In this second part of the Battle Report, we follow the assault on Minas Tirith and the initial arrival of its allies – the Rohirrim and the Army of the Dead.

Battle Report – Part 2

In Pack 70, Rowland and Owen, commanding the forces of Good, and Darron and Adam, in control of Sauron's armies, selected their warriors and prepared for battle. Because the Rohirrim, controlled by Rowland, would not enter play until Turn 8, Owen would initially have to face the Evil players' attack alone. As the impressive host of Evil warriors – including Trolls and Nazgûl, with a pair of mighty Siege Towers – closed the distance to the walls, Owen readied his forces to meet the brutal onslaught.



Hail of Fire

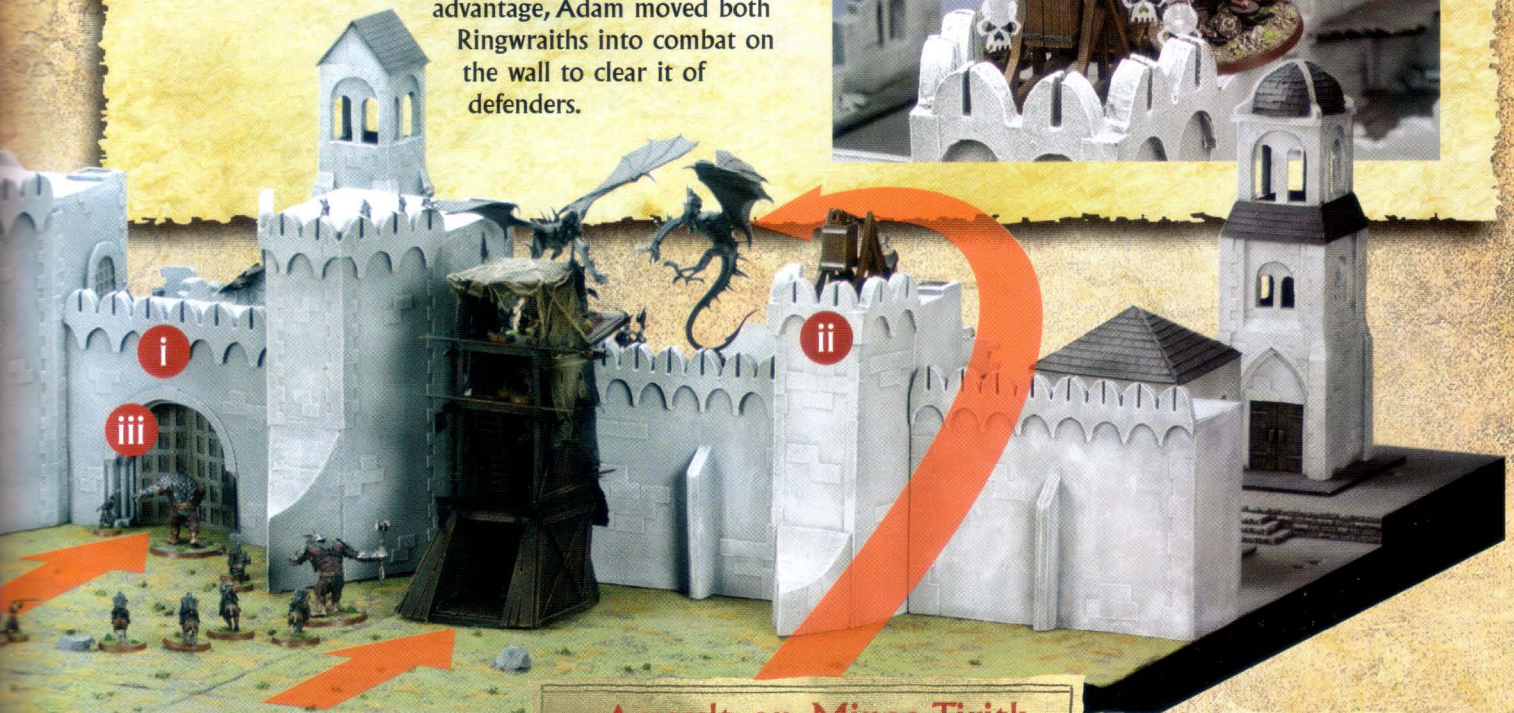
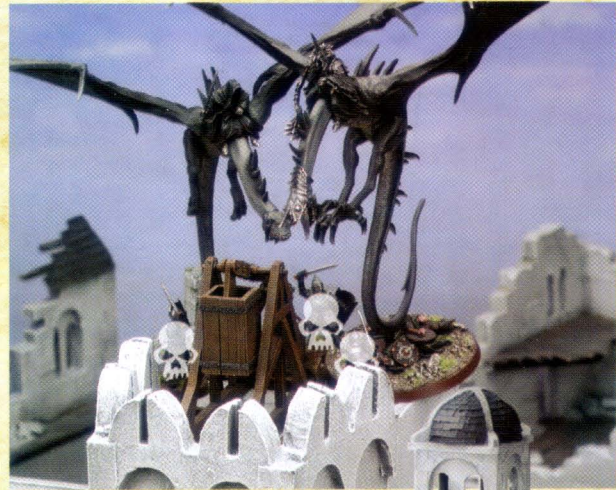


i It would take three turns for the Siege Towers to reach the walls and disgorge their cargo of Evil warriors and, in that time, Owen would need to inflict as much damage as possible. Targeting the Siege Towers with his Trebuchets, Owen tried to halt their advance. However, despite inflicting 2 Batter Points on one, neither was destroyed. Fortunately, Owen's archers fared better, raining arrows on the battering ram, killing most of the Orcs on the ram and forcing the remaining Evil warriors to abandon it. In addition, some of the archers targeted the Trolls, inflicting an impressive 2 wounds on the Troll Chieftain. While the damage dealt to the Evil force had not been as devastating, the halting of the battering ram would hopefully prolong the life of the gate.



Wraiths on Wings

ii As the Siege Towers hit the walls, Adam coordinated their attack with the Fell Beast-riding Witch-king and Ringwraith. Swooping down onto the wall, the two Nazgûl destroyed one of Owen's Trebuchets, attacking and slaying its crew. Then, turning their attentions to the walls, they used their foul sorcery to Transfix the Gondorian Captain leading the defence. Held immobile and powerless, the Good Hero was surrounded, trapped and slain by the onrush of Orcs. Pressing his advantage, Adam moved both Ringwraiths into combat on the wall to clear it of defenders.



Assault on Minas Tirith

iii While the Orcs poured onto the walls, engaging the defenders in a bitter struggle for the city, the Orc archers and Catapults targeted Owen's remaining Trebuchet. It didn't take long for this sustained fire to pay off, and two solid hits from the Catapults shattered the Good war machine, silencing it forever. Meanwhile, below the walls, the Troll Chieftain had reached the gate and began to hammer it with his considerable strength. Spending a point of Might, the terrible creature managed to inflict 2 Batter Points on the gate, shaking it in its frame and bringing it close to destruction. It now seemed very unlikely that the city's defences would hold to see the arrival of the Rohirrim.





The Fall of the Walls

Turns 5-9

In the space of a few brutal turns, the Evil force had claimed a foothold on the walls and were pressing the defenders hard. With little hope of holding out until their allies' arrival, the Gondorians prepared to make their last stand against their attackers.

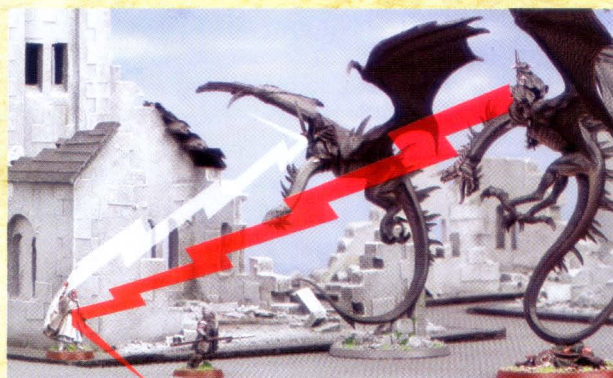
Minas Tirith Overrun!

i Even without the aid of the battering ram, Adam and Darron's forces made short work of the gate. The Troll Chieftain brought the great wooden portal crashing down and opened the way into the city. Atop the walls, the battle was going badly for the defenders. Denethor, who had been vital in holding back the Orc assault, was finally surrounded and overwhelmed. The death of the Steward effectively ended significant resistance on the walls.



Sorcerous Showdown

ii With the battle for the walls drawing to a close, the two Nazgûl and their Fell Beasts flew into the city seeking the White Wizard. The unexpected speed at which the walls had fallen meant that Gandalf had not been able to lend his assistance to the Gondorians. Now, however, he found himself facing the Witch-king and one of his Nazgûl. As they closed the distance, Gandalf launched a Sorcerous Blast at the Ringwraith. Though the Nazgûl resisted, he was reduced to a single point of Will. The Witch-king in turn tried to Compel Gandalf into combat, but the spell failed, prolonging the inevitable showdown.





Heroic Hobbit

iii Calling a Heroic Move, Pippin led the charge against the Nazgûl. As Gandalf squared off against the Witch-king, the brave Hobbit faced down the Ringwraith. Miraculously, Pippin survived the onslaught of both the Ringwraith and its Fell Beast, draining it of its last point of Will and ending its part in the battle! Meanwhile, the Witch-king failed to defeat the White Wizard in two consecutive turns of combat, though Gandalf could not wound Sauron's lieutenant in return. Deciding that the Witch-king would be better used elsewhere, Adam withdrew him, leaving the approaching Trolls to deal with Gandalf.



iv

The Rohirrim Charge

iv As Adam and Darron's army streamed into Minas Tirith, toppling Owen's defences, the Rohirrim finally rode onto the field of battle. However, no sooner had the Horse-lords entered the table than they faced a blanket of arrows and a volley of rocks from the Catapults. One Catapult shot landed in the centre of the riders, killing three and unhorsing two others. Gamling also lost his horse as Adam and Darron's archers peppered him with volley fire. Despite this, Rowland knew he had no choice but to close the gap and engage the Evil forces, inflicting as many casualties as possible.





The Bitter Struggle

Turns 10-13

With the Rohirrim committed to the battle, the forces of Evil turned their attentions away from the few remaining defenders of the city. However, with the arrival of the Army of the Dead, they would soon be facing two determined forces.

The End of the White Wizard

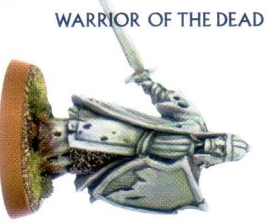
i Gandalf and Pippin now faced a Troll and the Troll Chieftain. Pippin charged into the Troll, hoping to hold it back and give the White Wizard a chance against the Chieftain. However, Gandalf was unable to stand up to the brutal attacks of the powerful monster and, in two brief and bloody turns of combat, he lost all 3 of his Wounds and Fate points.



Dark Sorcery



ii The battle between the Rohirrim and the forces of Evil on the Pelennor fields had now been joined. The impressive array of Heroes facing the Evil players was, however, suffering from the sorcery of the Nazgûl. Éomer was Compelled into combat with a Troll, and then surrounded and trapped. Even with the odds stacked against him, though, he won the combat and forced back his foes. Elsewhere in the battle, the Royal Guard Banner Bearer was Compelled away from his allies, removing the benefits of his standard from the nearby fight. Lurking behind the Evil lines, the Ringwraiths were able to rob the Rohirrim of the effectiveness of their Heroes with their magic.



WARRIOR OF THE DEAD



WARRIOR OF THE DEAD



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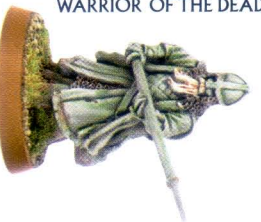
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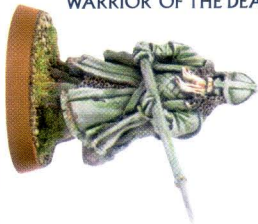
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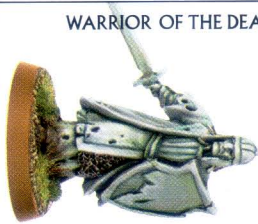
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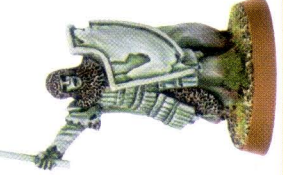
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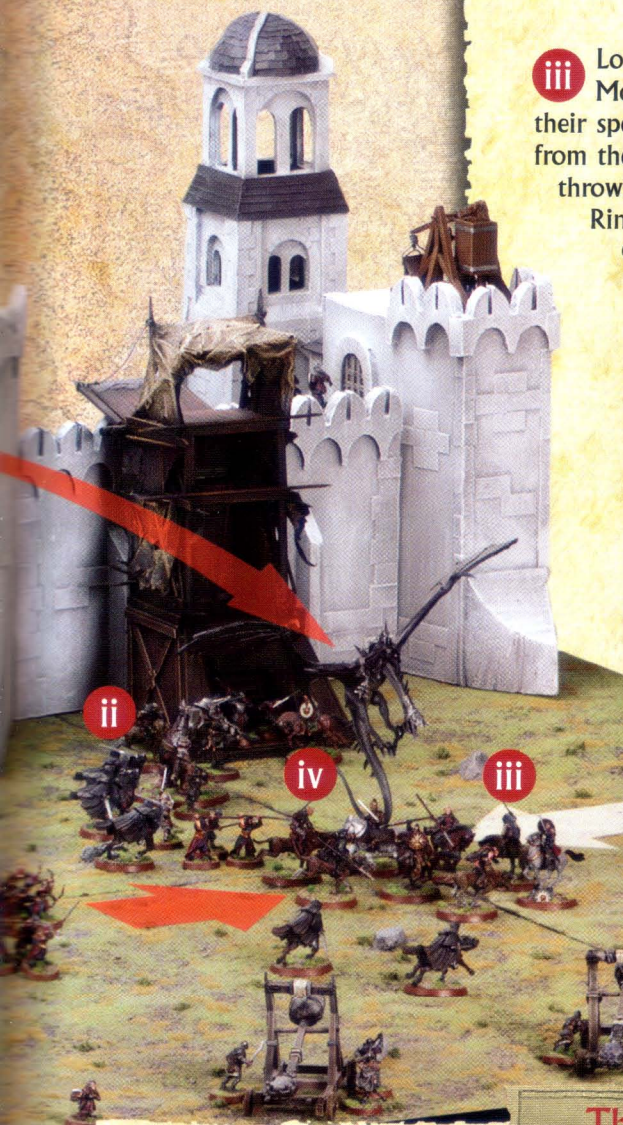


WARRIOR OF THE DEAD



Taking the Initiative

iii Losing priority to the Evil side, Rowland used Merry to call a Heroic Move to try and get to grips with the troublesome Ringwraiths and halt their spell-casting. This action also allowed Éowyn to help Éomer slip away from the Troll, killing a Warg rider blocking his path with a well-aimed throwing spear. As a result, Rowland was able to engage four of the five Ringwraiths in combat, stopping their sorcerous assault for the turn. With Gamling and Théoden also entering the fray, the Rohirrim were putting up a hard fight for the Pelennor Fields.



The Witch-king's Wrath

iv Although Aragorn and the Army of the Dead were still a turn or two away, Adam and Darron knew they would have to reduce the Rohirrim's numbers as much as possible before they arrived. For this reason, Adam had moved the Witch-king over the walls and into the combat with the Rohirrim. Mounted on his Fell Beast, he proved a formidable foe, using a point of Might to call a Heroic Combat, first charging into Merry – and slaying the Hobbit – and then continuing into Gamling, killing him as well.





Clash of Heroes

Turns 14-15

Both sides find their forces dwindling as the carnage continues and the dead begin to mount. It will now fall to the players' Heroes to try to make the difference and tip the balance of battle in their favour.

Fury of Rohan

i Winning priority, the Rohirrim were able to tie up the Nazgûl in combat and halt their magic, though they were having difficulty killing them. Having lost his horse in combat to a Nazgûl, it was finally Éomer who managed to charge in on foot and slay the first of the Ringwraiths that stood against the Riders of Rohan. This was a significant blow to the forces of Evil, reducing both their store of Might and their magical power.



Second Front

T Darron – 'With the imminent arrival of Aragorn and the army of the Dead, I had redeployed my Orc and Haradrim archers. Though their bows were of limited use against the spirits' high Defence of 7, I planned to use them as a buffer between the rest of my forces and the Rohirrim. Hopefully, this would give Adam enough time to finish off the rest of the Good Heroes before aid could arrive. I also took this opportunity to move the rest of my forces out of the city to help against this new threat.'





Legendary Hero

- ii** Nearing the combat, Owen split the Army of the Dead into two Groups, one led by the King of the Dead and Legolas and the other by Aragorn. Gimli moved off on his own, to single-handedly destroy the Catapults. Calling upon his free point of Might, Aragorn led a Heroic Combat, cutting down a Ringwraith with his sword Andúril, before charging headlong into the massed ranks of the Orc archers.



Dangerous Gamble

- iii** Desperate to slow down the encroaching Army of the Dead, Darron decided to risk a shot from one of his Catapults into the dead Men's rear ranks. In a disastrous string of dice rolls, the shot scattered into his own lines, killing three Orcs and knocking the Witch-king off his mount and to the ground, though not wounding him. Taking advantage of the downed Nazgûl, Owen used Legolas to shoot him, using a point of Might to score a wound, forcing the Witch-king to expend both his points of Fate to survive.



Next Pack...

In Pack 72 of *Battle Games in Middle-earth*, we present the last exciting turns of the Battle of the Pelennor Fields as our four players conclude their epic struggle and decide who will be victorious.



The King of the Dead™

After breaking his oath to Gondor in the Second Age, the King of the Dead was cursed to endure all eternity as an apparition. Despite his ghostly form, the King still leads his dead legion, and his supernatural powers are almost unrivalled.



The King of the Dead has haunted the dark paths of Dunharrow for many centuries, refusing entry to all mortals. He appears with his vast army of spirits in the form of a glowing green ghost, retaining much of his regal finery, but with his features twisted and decayed.

In this Painting Workshop, we look at how best to represent the translucent appearance of this supernatural entity. This model provides a great challenge for even the most experienced miniature painter, as we experiment with colour to give the impression that the King's robes and armour are fading in and out of view, replaced by an eerie green glow.

◀ ANCIENT PACT

The King materialises to pay his dues to Aragorn.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
CATACHAN GREEN
SHADOW GREY
SKULL WHITE

DARK GREEN INK
RED GORE
DWARF BRONZE
MITHRIL SILVER

BLACK INK
BROWN INK
BOLTGUN METAL
BLEACHED BONE



1 Ethereal Glow

Begin by preparing the model in the usual manner and undercoating it with Chaos Black paint or spray. Once the model is dry, it is ready for its first coat of paint.

Mix up a base colour from Catachan Green, Shadow Grey and Skull White. Use twice as much Catachan Green as the other colours to achieve a greyish-green hue. Paint this colour all over the model, only leaving the black undercoat showing through in the very deepest recesses, such as the holes in the cloak, the mouth and the eye sockets.



◀ Begin the layering process by adding a little Skull White to the base colour.



► The lighter layers provide a stark contrast to the dark recesses.

The model is highlighted using the layering technique. However, it is essential to be subtle with your highlighting, so build up the layers gradually, adding a small amount of white paint to the base colour mix for each layer, until the paint is almost pure white. Next, use Skull White paint on its own to apply a very fine edging highlight to the sharpest folds of the cloak, the fingers, facial features, bottom edge of the breastplate and the rope hanging around the King's neck.



▲ Cover the entire model in several glazes to reset the green tone.

Once you have applied these highlights, you will need to give the entire model a glaze of Dark Green ink. Remember that a glaze is much thinner than a wash. Because there is very little pigment in the watered-down ink, you may need to give the model several coats. It is well worth persevering with this method, as the resulting colour will be very subtle and a real testament to your painting skills. Once you have glazed the model, use pure Skull White to reset the edging highlight.



► By the time you reach this stage, the model will already be looking pale and ghostly.

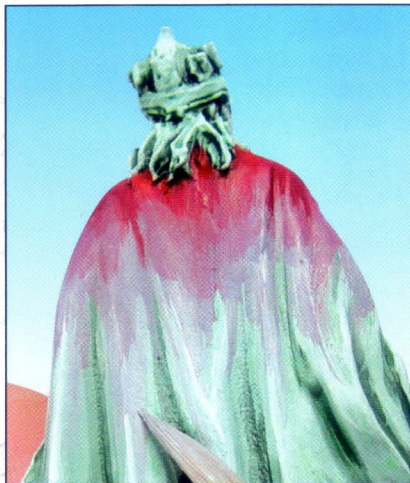


2 The Outer Robe

One of the most striking features of the King of the Dead is his deep red robe, which fades from its original rich colour to a translucent green mist in the blink of an eye. This effect is actually not too hard to represent, as long as you are careful when applying the colour.

Begin by painting the shoulders of the outer robe – about the top quarter – with Red Gore. Once this is dry, mix up a batch of the original base colour from Step 1 and add a little Red Gore to it. You will be left with a greenish-pink colour, which we will call the mid-tone. Apply this mix where the original colour and the Red Gore meet. Upwards of this point, add increasing amounts of red to the mix and apply these layers to make the Red Gore look as though it is blending into the mid-tone. Below that point, add increasing quantities of Skull White to make the mid-tone appear to fade into the lower portions of the robe.

► Paint the upper portion of the robe with Red Gore, representing the King's clothes as they were in life.



◄ Careful blending will help to represent the shifting colours of the King's ethereal form.



► A few layers of glazing will finish off the blending effect – helping to make the distinction between the layers less obvious.

Once you are happy with the blending, you will need to unify the two areas of colour with a bright highlight. Add a little Dark Green ink to Skull White – this will not only result in a very light green colour, but the ink will also thin down the paint sufficiently without the need for water. Paint this colour onto the robe in flowing lines, following the raised edges and contours of the model. Highlight both the red and green parts with this mix.

When the highlight has been applied, re-glaze the robe – including the red areas – with watered-down Dark Green ink. Once the glaze has dried, you can, if you wish, apply a very fine edging highlight of pure Skull White to the most prominent parts of the robe, such as the collar and the creases around the shoulders.

'Pale banners like shreds of cloud. Spears rise like winter thickets through a shroud of mist. The Dead are following.'

LEGOLAS



◄▲ The outer robe will really make this model stand out in your Battle Games.

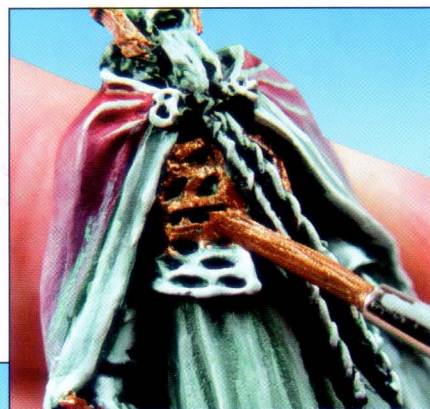


3 Metallic Armour

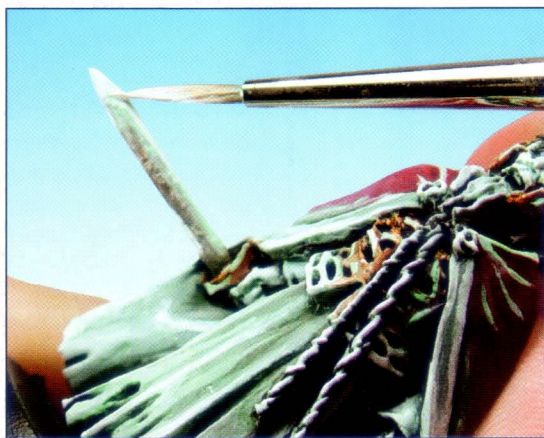
The interlocking plates of armour on the King's breastplate, the hilt of the sword and the decoration on his crown, can be painted as though they were solid armour and embellished with paint effects later. Begin by painting these areas with Dwarf Bronze. You might wish to paint only the upper portion of the breastplate, allowing you to 'fade' the colour into the greenish-white lower portion in the same way as you did for the robe. Next, highlight the bronze areas with a mix of Dwarf Bronze and Mithril Silver. Now mix together Black and Brown inks and apply this as a wash to the metallic areas.

Once the shading wash has dried, add a little Catachan Green and Skull White to Dwarf Bronze, and use this mix to add a green hue to parts of the metal – this looks best on areas where the bronze meets up with the ghostly green. Next, mix a highlight from Skull White and Dark Green ink as before and apply this as an edging highlight to all the lower edges of the armour plates, creating an 'up-lighting' effect. Finally, unify these colours with a glaze of Dark Green ink.

► Dwarf Bronze provides a suitably aged-looking base colour for the armour plates.



◀ A pale green highlight helps to make the armour appear immaterial.



► A pure white highlight makes the sword look both translucent and sharp at the same time.

4 The Sword

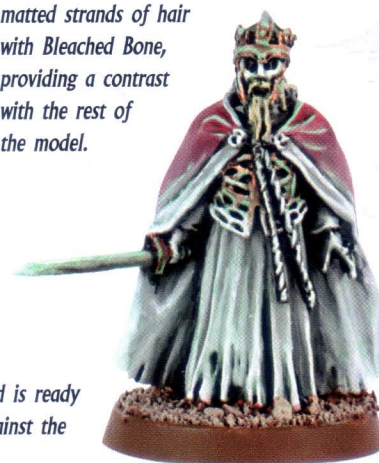
The blade of the sword is painted in a similar way to the bronze areas, but substituting Boltgun Metal for Dwarf Bronze. When you reach the pale green highlighting stage, ensure that you concentrate on the end of the blade rather than the base. Finally, a fine edge of Skull White at the very tip will finish the sword off.

5 Finishing Touches

The hair and beard can be picked out with Bleached Bone, giving it a different tonal quality to the pale green colour of the rest of the model. Leave the base colour showing through in the recesses, and then apply a wash mixed from Brown and Dark Green inks. The addition of green cools down the warm bone colour, bringing a consistency to the colour palette on the model. Finally, mix Black and Dark Green inks and use this, undiluted, to paint definition around the face and between the fingers, paying particular attention to the eye sockets and mouth. Once this is done, all you need to do is base the model using whichever method you prefer.



◀ Carefully paint the matted strands of hair with Bleached Bone, providing a contrast with the rest of the model.



► The King of the Dead is ready to defend Dunharrow against the intrusion of the living.



Pelennor™ Details

In this Modelling Workshop, we show you how to build some of the unique features of the Pelennor Fields. These can be incorporated into modular sections and added to your existing boards, creating a complete Minas Tirith battlefield.



The modular board sections shown in this Modelling Workshop build upon the basic Pelennor Fields sections introduced in Pack 70. We will start by showing you how to build a rocky ridge that can provide an excellent vantage point for archers or defensible position for warriors. Additionally, we look at how to create a series of urban modular boards that can be used to represent the city of Minas Tirith itself, or an urban environment for other Battle Games. Finally, we show you how to make the docks along the river Anduin, where Aragorn arrives with the Army of the Dead.

◀ RETURN OF THE KING

The Army of the Dead arrives at the Pelennor Fields and charges into the Mordor horde with devastating force.

YOU WILL NEED

Modelling Essentials

In addition to the usual modelling essentials, and the paints listed in Pack 70, you will need:

2½CM/1" THICK
POLYSTYRENE
SANDPAPER
CORK BARK
READY-MIXED
PLASTER FILLER
GREEN FLOCK

LIGHT GREEN FLOCK
TEXTURED WALLPAPER
BROWN INK
GLOSS VARNISH
PATTERNED
PLASTIC CARD
TEXTURED
POLYSTYRENE
CEILING TILE

NOTICEBOARD PINS
STRING
TEXTURED
MASONRY PAINT
SMALL STONES
GRAVEL
MODELLING SAND
5CM/2" WIDE
DUCT TAPE

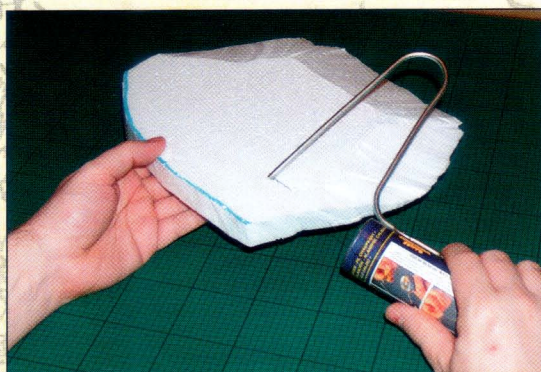


Rocky Ridge

There are many interesting scenic features within the boundaries of the Pelennor Fields. Here, we show you how to make a rocky outcrop or ridge for your modular boards.

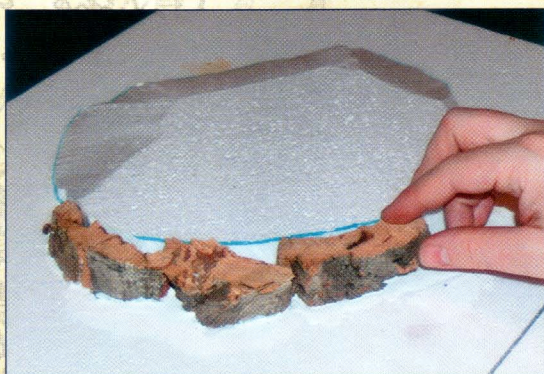
1 Cutting the Ridge

Begin by creating a modular base exactly as shown in Pack 44. Decide how big you want your ridge to be and draw this onto the base where you want to position it. Next, cut out a roughly circular section from a piece of 2½cm/1" thick polystyrene using a hot wire cutter. Create a steep slope on one side of the circle, before gluing it into place on the board. Finally, smooth the slope with some sandpaper.



◀ CREATING THE SLOPE

Cut along one side of the circle with the hot wire cutter at a steep angle to create a slope.



► CORK BARK

These pieces of cork bark provide a suitably realistic rock-like effect once painted.

2 The Rock Face

The rock face can be made in the same way as shown in Pack 16, or you can use one of the alternative approaches shown there. We chose to use cork bark, as this gives a very realistic appearance when painted. Cork bark can be purchased in many hobby shops and exotic pet stores. Cut the cork into small sections and place them round the circle opposite the slope. Finally, fill in any gaps with ready-mixed plaster filler.

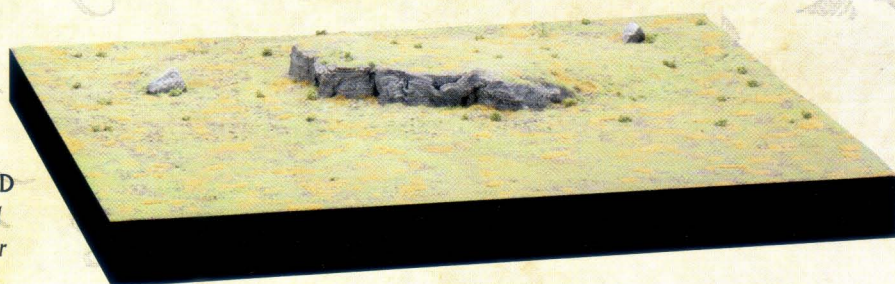
3 Finishing the Model

Once the rest of the board has been textured and painted to fit with your previous Pelennor Fields modular sections, the ridge can be painted to resemble rock. Finally, different shades of flock can be applied as before. Remember to be careful not to get any of the flock onto the rocks.



◀ APPLYING FLOCK

It is a good idea to purchase enough flock to cover all your sections in one go, as this will ensure that the flock matches across all the modular boards.



► RIDGED MODULAR BOARD

Once painted and flocked, this board section fits seamlessly with your other Pelennor Fields modular boards.

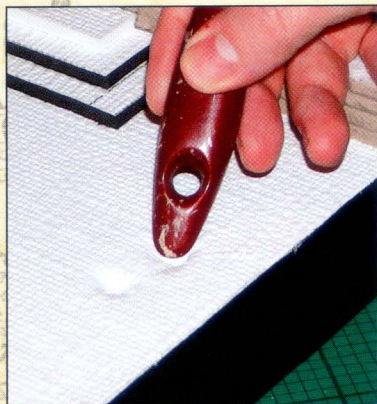


Urban Boards

The interior of Minas Tirith, the White City of Gondor, can be represented in your Battle Games by using the following techniques to create urban modular boards.

► POTHOLES

The impact of stones cast by Mordor catapults can damage the cobbles and create potholes.

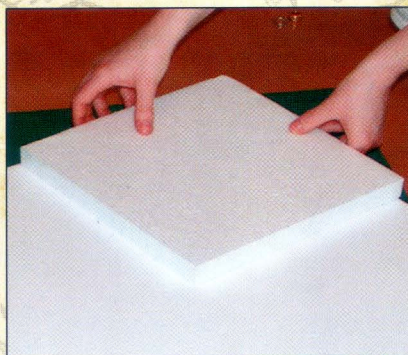


1 Cobbles and Details

Once the basic board has been constructed, textured wallpaper can be glued to the top to provide a cobblestone effect. To break up the uniformity of the cobblestones, you can create a few areas of weathering and damage by using the end of a large brush to poke small dents onto the surface of the board to create potholes. After painting the cobble texture to match your ruins, the dents can be painted with a mix of Brown ink and gloss varnish to make it look like water has gathered as a puddle.

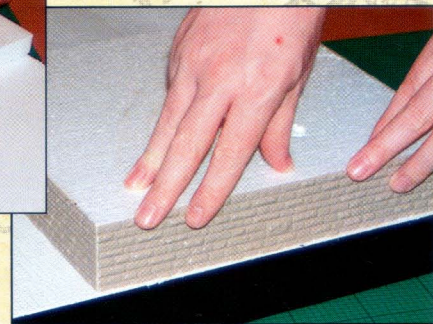
2 Raised Levels

The raised levels are made from square pieces of polystyrene, roughly 30cm/12" square. These are then glued directly to the top of the cobble-effect wallpaper. The sides of the raised levels can be dressed with patterned plastic card. Most hobby stores stock a variety of patterned plastic card, several types of which have a realistic stonework effect. Finally, wallpaper can be glued to the top of the raised level.



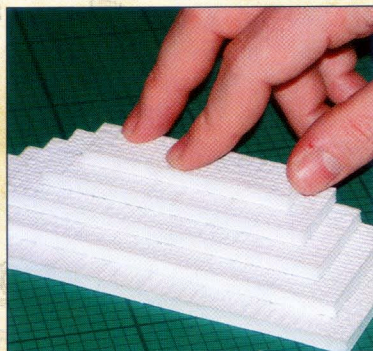
◀ RAISED LEVELS

These extra levels can be placed anywhere on the modular boards. We placed this one in the corner.



► STONEWORK EDGE

Stonework-patterned plastic card was glued all around this raised level.



3 Steps

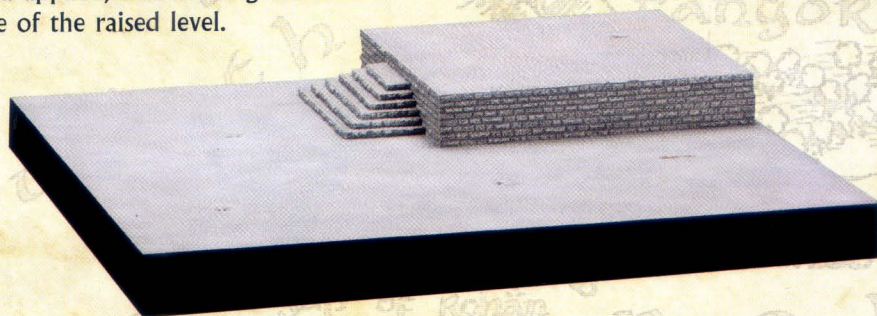
The steps have been made by gluing increasingly smaller strips of foam card on top of each other, creating a pyramid shape, with one flat side toward the rear. The front face of each step can have stonework-patterned plastic card applied, before being attached to the side of the raised level.

▲ STONE STAIRWAYS

Before attaching each new step, glue a layer of wallpaper on top, as it will continue the cobblestone effect.

► CITY SECTION

Here is the finished section, painted to resemble the bases of our Gondorian ruins.



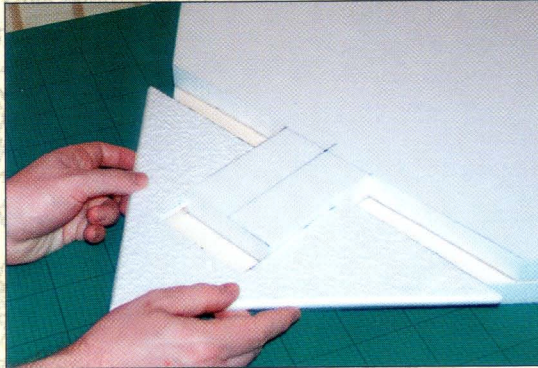


Pelennor™ Docks

The Pelennor Fields are connected by a series of docks to the great river Anduin, as it curves past Osgiliath toward the sea. The docks are simple to make and look spectacular.

1 The Dock

Before gluing the two sheets of polystyrene together to make your modular base, cut the corner of the top sheet so that it has a pier. Use this pier shape as a template and draw around it onto a textured ceiling tile to create the water for the dock. Finally, glue the two sheets of polystyrene together and slot the water section in.

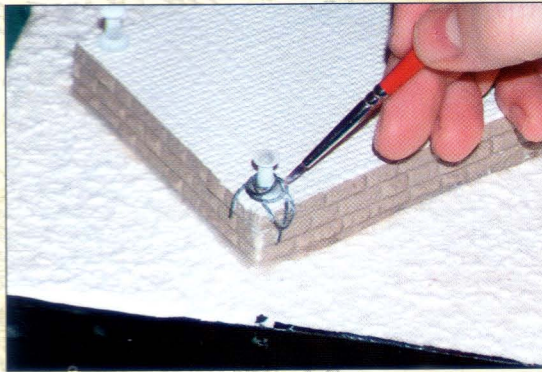


◀ HARBOUR WATER

Using a ceiling tile, and painting it as shown in Pack 19, is an easy way to create the water effect for the docks.

▶ MOORING POSTS

Wrapping string around these mooring posts is a good way to represent rope and can enhance the final look of the model.



2 Harbour Details

The sides of the pier can easily be made to look like stonework by using the same patterned plastic card that was used on the urban boards. A large area of wallpaper can be laid on the top surface. However, do not cover all the way to the edges of the boards, as you will want to make them blend in with your other modular boards later. Suitably shaped noticeboard pins can be used to represent the mooring posts.

3 Merging Textures

In order for the cobblestoned docks to be used with the rest of your Pelennor Fields modular boards, you will need to texture the edges in the same style as those boards. This can be achieved by either having the cobblestones stop and the fields start, or by blending the two textures together so you get a smooth transition from one to the other. To get a suitable blend between the two textures, have the dry-brushing and flock encroach over the cobblestones in small patches.

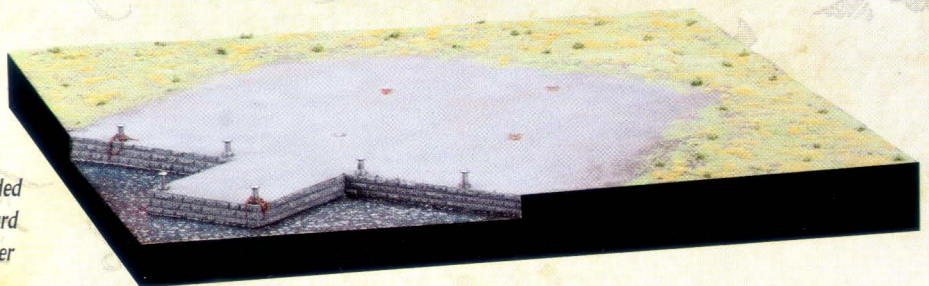


◀ SUBTLE BLEND

Here you can see how the subtle overlap of textures creates a natural blend.

▶ FINISHED DOCKS

With the grass effect blended around the edges, this board can be used with your other Pelennor Field boards.



IN YOUR NEXT GAMING PACK...

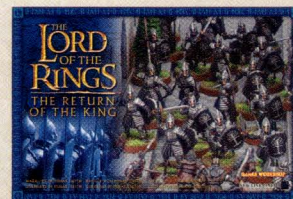
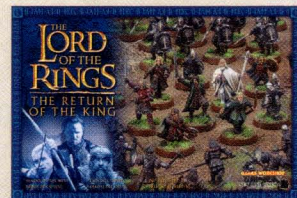
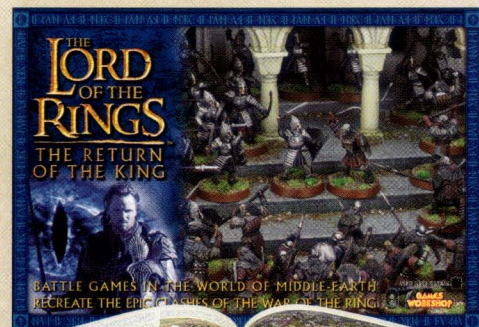
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