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THE LORD OF THE RINGS

BATTLE GAMES 70 — in Middle-earth —



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Soldiers of Sauron™

Not all Men in Middle-earth fight for the side of good. Hailing from various lands, evil Men flock to join the armies that seek to crush the Free Peoples. In this Pack, we introduce these warriors and examine their role in the War of The Ring.

While the Men of Gondor and Rohan are united in their resistance to Sauron's evil schemes, this does not hold true for all the Men of Middle-earth. Lured by the Deceiver with lies and promises of glory and power, the Haradrim of the southern lands and the Easterlings of Rhûn have chosen to ally themselves with the forces of darkness. However, these are not the only Men to have been turned against the Free Peoples. The Wild Men of Dunland have chosen to fight on the side of Saruman, their age-old enmity with the Rohirrim twisted and manipulated by the treacherous Wizard to his own ends.

In this Pack's Playing the Game, we present profiles and rules for the Evil Men of Middle-earth, allowing you to include them in your Battle Games. In the Battle Report, we present the first part of a huge, multiplayer Siege of Minas Tirith scenario. The Painting Workshop shows you how to paint the plastic Haradrim included with this Pack, while the Modelling Workshop demonstrates the construction of modular Pelennor Fields terrain.

'What lies or threats led him on this long march from home?'

FARAMIR™



▲ MEN OF THE SOUTH

The Haradrim, ancient enemies of the Gondorians, have chosen to side with the forces of Mordor.





Warriors of Evil

Sauron's forces have swelled with the influx of evil Men flocking to his banner. Manipulated by the Dark Lord, they join his war effort to bring about the fall of the Free Peoples. Here, we show you the rules for including them in your forces.



Beyond the borders of Mordor, far to the east and south, are the mysterious lands of Rhûn and Harad. These isolated lands have fallen foul of the lies of Sauron the Deceiver, and their people allied with him in the war against the lands of the west. From the southern deserts and plains of Harad, the Haradrim bring exotic poisons and the giant Mûmakil to Sauron's armies. The Easterlings contribute with sheer manpower, and are equipped with advanced arms and armour.

Here we present the rules for including the Haradrim and Easterlings in your Battle Games, as well as the Lieutenant of Barad-dûr and chief messenger known as the Mouth of Sauron. Finally, we present rules for the Wild Men of Dunland, the evil allies of Isengard.

◀ MEN OF EVIL

Persuaded by Sauron to join his armies, these evil warriors prepare to crush the forces of the west.

Using Evil Men

The character profiles presented here allow you to include Men in your Evil forces. The Dark Lord, in his guise as the Deceiver, has coerced these once-proud warriors to aid him in his war on the realm of Gondor. In addition, Saruman has stirred resentment among the Men of Dunland, inflaming their envy of Rohan's prosperity. The Mouth of Sauron, Easterlings and Haradrim can be included in a Mordor force, while the Wild Men of Dunland can be included in any force from Isengard.



◀ THE VOICE OF SARUMAN

Saruman's honeyed words convince the Wild Men of Dunland to raise arms against Rohan.



The Mouth of Sauron (Points value: 60)

One of the race of Men known as the Black Númenóreans, the Lieutenant of the Dark Tower has studied great sorcery under his Master's tutelage and now carries Sauron's word to his servants and enemies alike.

	F	S	D	A	W	C	Move	M	W	F
Mouth of Sauron	4/-	4	5	2	2	4	14cm/6"	1	4	1
Horse	0/-	3	4	0	1	3	24cm/10"	-	-	-

Wargear:

Sword (hand weapon) and heavy armour.

Options:

Horse 10 pts

Magical Powers:

The Mouth of Sauron possesses the following spells, detailed in Pack 12:

Transfix
Drain Courage
Sap Will
Terrifying Aura





Mount
gundala

Haradrim Chieftain (Points value: 45)



These powerful fighters are the chiefs and nobility of the tribes of Harad, leading their soldiers into battle with a commanding presence. Given the chance to exact revenge on the people of Gondor, many chieftains have chosen to ally their tribes with the forces of Sauron.

F	S	D	A	W	C	Move	M	W	F
4/4+	4	5	2	2	4	14cm/6"	2	1	1

Wargear:
Sword (hand weapon)
and armour

Options:
Spear 1pt
Bow 5pts
Lance 5pts
Horse 10pts

Special Rules:
Poisoned Arrows

Haradrim Banner Bearer (Points value: 30)

Tribal banners are borne into battle with pride by the most hardened warriors, acting as a rallying point and focus for the warriors around it. The Haradrim will fight bitterly to defend their tribe's honour.

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

Wargear:
Banner and armour

Options:
Horse 6pts



Haradrim Warrior (Points value: 5)



Continual warfare with the lands of Gondor has granted the Haradrim little peace. Well versed in the arts of battle, these warriors' favoured weapons are the spear and the bow.

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

Wargear:
Spear and armour

Options:
Replace spear with a bow No points cost

Special Rules:
Poisoned Arrows



Haradrim Raider (Points value: 11)

Amongst the Haradrim tribes are the accomplished horsemen who roam the desert and savannah, conducting unrelenting raids upon their neighbours. The horses of the south are swift and strong, able to tirelessly carry their masters across the plains of Harad.

	F	S	D	A	W	C	Move	M	W	F
Raider	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Horse	0/-	3	4	0	1	3	24cm/10"	-	-	-

Wargear:
Bow and armour

Options:
Lance
1pt

Special Rules:
Poisoned Arrows



Poisoned Arrows

The Haradrim always smear the tips of their arrows with the preserved venom of reptiles and scorpions of distant lands. Every time the player hits a model with a Haradrim arrow, but rolls a 1 on the dice to wound, he must re-roll it and accept the new result instead.

► **DEADLY POISON**
Even if hit by a friendly arrow, the Haradrim must still re-roll the result of a 1, just like the Gondorian warrior.





Easterling Captain (Points value: 55)



The armies hailing from the land of Rhûn are led by Easterling Captains. These mighty warriors are equipped with the finest in exotic armour and weaponry, and fight with great skill and martial prowess.

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

Wargear:
Halberd (counts as an Elven blade, see Pack 35 for details) and heavy armour

Options:
None

Easterling Warrior (Points value: 7)

Mysterious warriors from the remote lands of the east, the Easterlings' alliance with Sauron provides the Dark Lord with an excellent source of well-equipped and disciplined troops.

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

Wargear:
Sword (hand weapon), heavy armour and shield

Options:
Spear lpt



Easterling Banner Bearer (Points value: 32)



The Easterling military is organised, disciplined and professional, fighting in regimented units, each identified by its own unique banner. Banners depicting serpents and other mythical beasts of the east are the most common devices.

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

Wargear:
Banner and heavy armour

Options:
None



Wild Man Chieftain (Points value: 40)

The Wild Men of Dunland live on the barren lands to the west of Rohan. Like all of their kind, the Chieftains of the Dunlendings envy and hate the King of Rohan and all his subjects, and are all too ready to join Saruman's war effort.

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

Wargear:

Sword (hand weapon)

Options:

Two-handed weapon

No points cost



Wild Men of Dunland (Points value: 5)

The Dunlendings are savage tribesmen from the hills near Rohan. For years they have envied the Rohirrim whose lands are so much more bountiful than the bleak uplands of Dunland.

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

Wargear:

Sword (hand weapon)

Options:

Two-handed weapon

No points cost



Next Pack...

The fate of Gondor hangs in the balance as the Battle of the Pelennor Fields rages before the walls of Minas Tirith. Aragorn takes a separate route to the Rohirrim, heading instead for the Paths of the Dead to face the dangers that lurk therein – emerging with an army powerful enough to face the might of Mordor. In the next Pack, we will present the rules for using the formidable Army of the Dead in your Battle Games.

► KING OF THE DEAD

Aragorn must convince the King of the Dead of his true heritage if he is to escape the Paths of the Dead.





Siege of Minas Tirith™

Sauron's forces have gathered on the Pelennor Fields, before the White City, ready to land the hammer blow that will bring Gondor to its knees. This Battle Report follows the titanic struggle of Gondor and its allies against the forces of Mordor.



▲ EVIL UNLEASHED!

Sauron's dark hordes crash against the walls of Minas Tirith, swamping the defenders with their numbers.

The Dark Lord Sauron has spent many years rebuilding his power and mustering a mighty army with which to strike out at his hated foes – the Free Peoples of Middle-earth. Now, at last, he has dispatched his armies and in their thousands, Orcs, Trolls and evil Men gather across the Pelennor Fields ready to assault the White City. With massive siege towers and powerful catapults, they stand ready to smash the city asunder.

Here, we present the first section of our massive, three-part, points match Battle Report, recreating the historic and dramatic battle of the Pelennor Fields. While this game can be played between two people, we have decided to use four players, teaming up in pairs, due to the size of the forces involved. As well as making the forces more manageable for each side, adding extra players also promises to make the game more interesting, as the teams exchange ideas on how best to defeat their opponents.

THE COMBATANTS

The epic nature of this Battle Game means that you will use many of the miniatures and card figures presented in this and previous Packs, as well as those that will appear in Packs 71 and 72. You may also like to combine your model collection with that of your friends. This grants you more options when choosing your force, as well as increasing the available quantities of certain troops, such as Riders of Rohan and Orcs.

► COMBINED ARMS

By combining your collection with a friend you can field larger forces – increasing the numbers of troops like your Riders of Rohan.



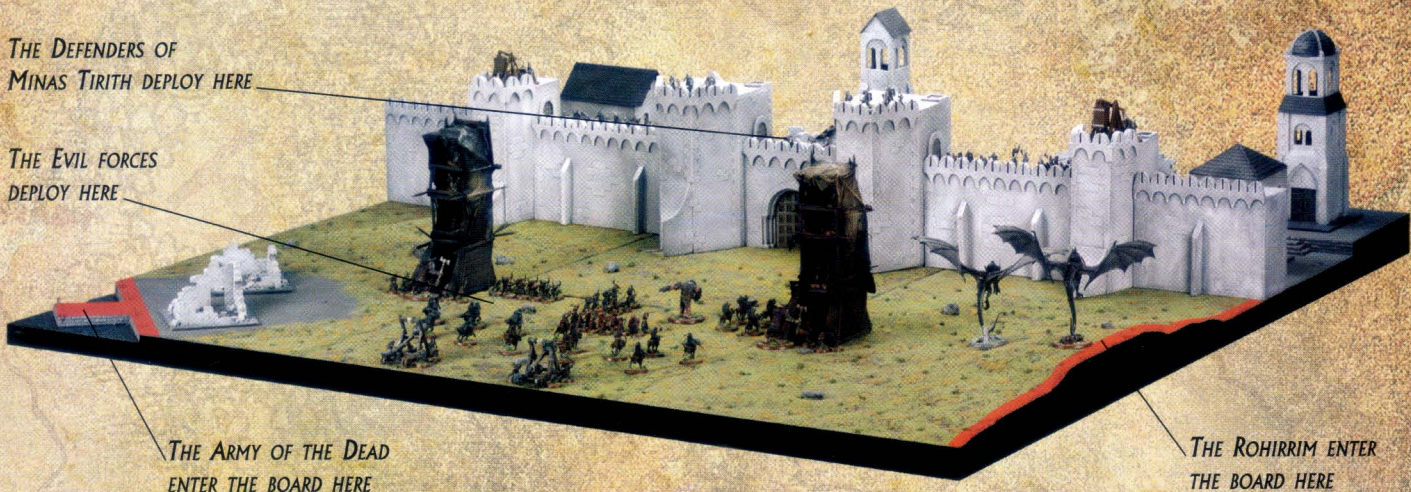


The Gaming Area

This game takes place on a 180cm/6' square board, created using the Pelennor Fields modular board sections. Use the Minas Tirith walls, buildings and ruins to set up the city as shown.

THE DEFENDERS OF
MINAS TIRITH DEPLOY HERE

THE EVIL FORCES
DEPLOY HERE



THE ARMY OF THE DEAD
ENTER THE BOARD HERE

THE ROHIRRIM ENTER
THE BOARD HERE

Special Scenario Rules

Points Match

The Siege of Minas Tirith is a points match scenario. Each side may choose their forces up to a total of 2400 points with the following restrictions:

- The Evil player may select his models from the 'Forces of Mordor' list, presented in Pack 24, and may also include Ringwraiths and Catapults.
- The Evil player may include two siege towers and a battering ram at no additional points cost.
- The Good player must divide his points roughly evenly between three separate forces, representing the Gondorians, the Rohirrim and the Army of the Dead. These forces must be chosen from their appropriate lists, presented in Packs 23, 18 and 71.
- The Good player may include Gandalf the White, Pippin and Trebuchets with the Gondorians. Aragorn, Legolas and Gimli may accompany the Army of the Dead, while Merry may deploy with the Rohirrim.

Starting Positions

The Evil forces deploy anywhere within 60cm/2' of the board edge opposite the city. The Gondorians can then be set up anywhere within the city or on the walls. The Rohirrim enter on Turn 8 from the hill, as shown. The Army of the Dead enter on Turn 10 from the docks.

The Reinforcements

The Gondorians are heavily outnumbered by Sauron's army and can only hope that their allies arrive in time to come to their aid. The Rohirrim move onto the table from the board edge next to the hill. The Army of the Dead then enter the board on Turn 10 from the edge of the docks. Unlike normal reinforcements, both forces may charge on the turn they arrive.

No Quarter!

In the desperate battle for Minas Tirith, both sides know that they can expect no mercy from their foes. In this scenario, no models are required to take Courage tests if their force has been reduced to half its starting number of warriors. In addition, models do not need to test for being all on their own, as detailed in the rules for Courage in Pack 10.

WINNING THE GAME

To win the battle, the players must destroy the fighting strength of their enemies through a bloody war of attrition.

- At the end of each turn, count up the number of models remaining on each side. The first player to reduce their opponent to a quarter of his starting number of models is the winner.
- If both players are reduced to a quarter of their starting models in the same turn, then the game is a draw.



The Forces of Good

Owen and Rowland gather their warriors ready to face the might of Mordor. Here, they discuss their troop choices, as well as how they plan to use them in the Battle Game.



Owen – ‘Rowland and I decided that one of us should take control of the Rohirrim and the other the defenders of Minas Tirith and the Army of the Dead. Since Rowland has a soft spot for the people of Rohan, I took control of the desperately outnumbered Gondorians and started planning my defence. I first

had to face the stark reality that it was unlikely I would be able to hold the walls until help arrived. That said, if I was lucky I could bog the Evil army down and make it pay a high price for breaching the walls of Minas Tirith.

Choosing the defenders first, I made sure I had plenty of basic troopers for the defence of the city

– in this case 48 Warriors of Minas Tirith and a Banner Bearer. These guys would man the walls and, hopefully, make it hard going for the attackers. Among my basic warriors I also included 16 archers, which I planned to put to good use against the veritable sea of targets I would be facing. I also selected two Trebuchets, as I would need these war machines to make a dent in the Mordor siege towers. Finally, with the walls well stocked with men, my main vulnerability





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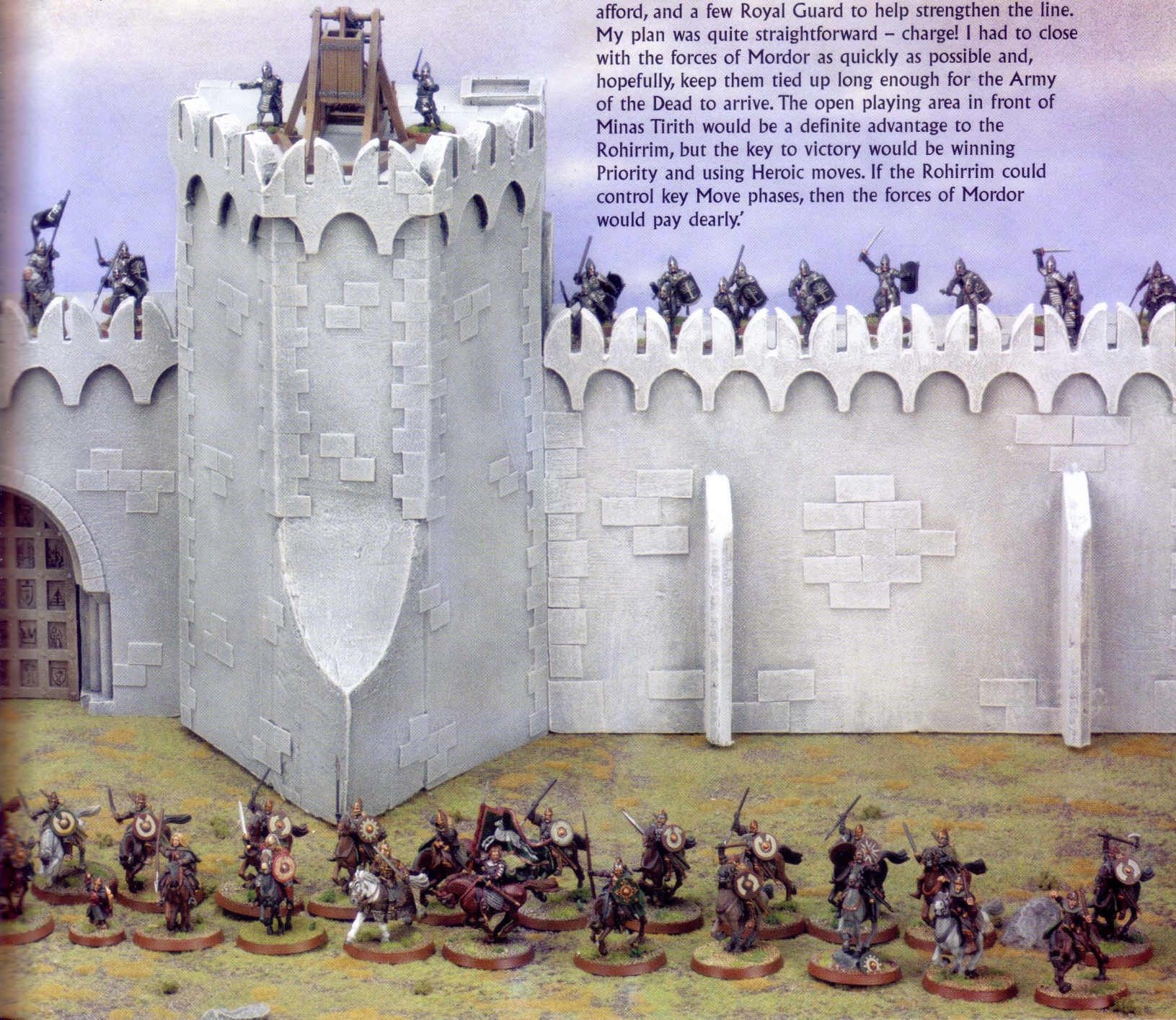
would be to enemy Heroes. To counter this I chose a Captain of Gondor, Pippin, Denethor and Gandalf. Gandalf would be important, as his magical power could be vital in holding the city. With the defenders picked, I moved onto the Army of the Dead. This force was much easier to create and included Aragorn, Legolas and Gimli as well as the King of the Dead. With the remaining points I managed to purchase 16 Warriors of the Dead, creating a formidable fighting force.

My plan for holding the city would hinge on the destruction of the siege towers and the battering ram. Without these, the Evil players would have a hard time getting past the walls. Even if I could destroy just one of the towers it would greatly increase my chances of holding out. As for the Army of the Dead, I could only hope that they would turn up in time to tip the balance.'



Rowland – 'The Rohirrim's objective in this game is to relieve the beleaguered defenders of Minas Tirith. After Owen had spent his points on the Gondorians and their Army of the Dead allies, I was left with roughly a third of our total points. I liked the idea of including as many Heroes of

Rohan as possible because this seemed very characterful. Théoden, Éomer, Gamling, a Captain of Rohan, Éowyn and Merry were selected. I chose Gamling with the Royal Standard, not only because the model is great, but also because it would restore some valuable Might in my Heroes. Finally, I took as many Riders of Rohan as I could afford, and a few Royal Guard to help strengthen the line. My plan was quite straightforward – charge! I had to close with the forces of Mordor as quickly as possible and, hopefully, keep them tied up long enough for the Army of the Dead to arrive. The open playing area in front of Minas Tirith would be a definite advantage to the Rohirrim, but the key to victory would be winning Priority and using Heroic moves. If the Rohirrim could control key Move phases, then the forces of Mordor would pay dearly.'





The Forces of Evil

Adam and Darron would be commanding the forces of Mordor in this Battle Report, each controlling a portion of the Dark Lord's army. Here, they discuss the choices they made when choosing their army and how they plan to use it to win.



Adam – 'In my mind, the most striking image from the attack on Minas Tirith in the *Return of the King* movie is the terrifying moment when the Witch-king confronts Gandalf and breaks his staff. As soon as I knew I was helping to control the Evil side, I had to control the Lord of the Nazgûl on his dreaded Fell Beast. Darron was fine with me also taking command of the other Ringwraith riding a Fell Beast, which was just great, since the image of the Nazgûl swooping down on the defenders is something I definitely want to try and recreate. The other elements of our enormous army that I am going to control are

the siege tower on the left and the Orcs within, one of the Mordor Trolls, the Troll Chieftain and some of the Wargs and mounted Ringwraiths. Our plan was to push for the walls of the White City as fast as possible and sweep the ramparts clear. By the time the Rohirrim arrive, we need to have complete control of the city and our cavalry have to be ready to respond to their threat. Darron was going to be the master of artillery, controlling the catapults. Providing we can cooperate properly and coordinate our offensive, I can't imagine there being a single man alive inside the walls of Minas Tirith by nightfall.'





Darron – 'I planned on wasting no time in assaulting the walls, moving both siege towers forward at full speed, and using the Orc Captains inside to lead the assault on the walls, securing a foothold. The Nazgûl and our Catapults will deal with the Trebuchets, and then focus on destroying the rest of the defenders manning the walls. If possible, the Witch-king and his Nazgûl companion will chase down Gandalf and slay him (not only will this look suitably dramatic, but it will remove one of the most potent Heroes on the Good side). Basically, we need to do as much damage to the Good force as possible before the Rohirrim arrive. Once the Horse-lords are upon us, we'll be up to our ears in trouble, so

we need to make the most of the size advantage our force has in the early turns and really put the pressure on the Warriors of Minas Tirith. As soon as King Théoden and his loyal warriors make their entry, we'll have to switch our concentration to them, and focus on wiping them out.

Hopefully, if we can damage these two groups enough, we can have the Good force reduced to one quarter of its starting strength before Aragorn and the Army of the Dead can get to grips with us.'





Setting up the Forces

Deployment

With the forces on both sides selected, the players set up their models ready for battle. While Owen's options were limited, with the majority of the Good force still waiting in reserve, Adam and Darron's choices would be of immediate importance.

Hidden Evil



i Darron – 'The approach to the walls was going to be costly with Owen throwing everything he had at mine and Adam's warriors. Not wanting to get powerful models like my Trolls damaged before they had a chance to smash some heads, I decided to place them in cover behind the siege towers. Positioning them here would allow me to use them to push the tower, and close with the city walls, while protected from the worst of the Gondorian bow fire.'



Winged Terror



ii Adam – 'Both the Witch-king and the Ringwraith mounted on Fell Beasts were going to play an important role in breaking into the city. With this in mind, I placed them on my extreme right flank, where they could go after one of Owen's Trebuchets right away and, if successful, sweep down the walls and aid our assault. Placing them on the flank also had the added advantage of putting them as far away as possible from the archers above the gatehouse, whose massed shooting I was keen to avoid.'



Citadel Guard

iii Owen – ‘When setting up the defenders, I made sure there was a balance between the walls on either side of the gatehouse. After dividing the men, I placed the Banner Bearer and Captain on one wall and Denethor on the other. I divided the archers between the two gatehouse towers, giving them the best field of fire, while I put the Trebuchets in the far left and right towers for the same reason. I decided to place Gandalf behind the walls in the ruins. This was both to protect him from enemy missile fire and enable him to act as my reserve. I had a feeling I would need his magic once the walls had fallen.’



Next Pack...

The Battle Begins!

In the next Pack of *Battle Games in Middle-earth*, Adam and Darron's massive force of Mordor begins its assault against Owen's heavily outnumbered defenders. While Owen waits for Rowland's Rohirrim to arrive, he must try to hold out for as long as possible. However, against the combined might of Adam and Darron's armies, can there be any hope?





Haradrim™

Hailing from the lands far south of Gondor, the Men of Harad take to the field of battle clad in billowing robes, made from strangely coloured exotic fabrics. Here, we present a step-by-step guide to painting these evil Men.



The Men of Harad are very different in appearance from those who live in the north and west of Middle-earth. Darker of complexion, and wearing armour and clothing finely crafted from strange materials, a large force of Haradrim is an unusual and striking sight to behold upon the battlefield.

In this Painting Workshop, we demonstrate how you can paint the plastic Haradrim Warriors included with this Pack, focusing on achieving the unusual colours which lend the Men of Harad their distinctive appearance. In addition, we will look at alternative colour schemes that you can use when painting your Haradrim.

◀ MYSTERIOUS WARRIORS

The Men of Harad provide a stark contrast to the subdued colours worn by the Men of the west.

PAINTING ESSENTIALS

PAINTS REQUIRED

BESTIAL BROWN
BRONZED FLESH
BROWN INK
ELF FLESH
SCAB RED
BLACK INK
RED INK
BLOOD RED

WARLOCK PURPLE
CHAOS BLACK
BLEACHED BONE
MAGENTA INK
PURPLE INK
LICHE PURPLE
SPACE WOLVES GREY
TIN BITZ

SHINING GOLD
BURNISHED GOLD
HAWK TURQUOISE
SKULL WHITE
GRAVEYARD EARTH
BOLTGUN METAL
CHAINMAIL



1 Painting the Skin

The skin of the Haradrim is darker in tone than that of the pale-skinned people of the west. Begin by mixing a base colour from equal amounts of Bestial Brown and Bronzed Flesh, and apply this to any visible areas of skin. Add shading to the skin with a thinned-down mix of Bestial Brown and Brown ink, applied as a wash, before resetting the base colour. To highlight the skin, simply add Elf Flesh to the base colour and apply this using the layering technique.



◀ The base colour used for the skin is darker than that of other Men you have painted.



► The ink glazes make the colour of the cloth brighter and stronger.

2 Red Cloth

Some areas of clothing on the Haradrim are a deep, rich shade of red. Begin by applying Scab Red as a base colour to the trousers, lower sleeves and turban of the model. Shade this with a mix of Red and Brown inks, with a tiny amount of Black ink added. After resetting the base colour, highlight the cloth by adding Blood Red, then a little Elf Flesh. Finally, apply a series of glazes using Red ink.

3 Rich Purple

To achieve the strong purple hue of the inner robes, begin with a base colour of Warlock Purple, mixed with a little Chaos Black. Apply the highlights in layers, gradually reducing the amount of Black in the mix, until you are using Warlock Purple alone. For the final highlights, add a small amount of Bleached Bone to the mix. To brighten up the colour, mix Magenta with a little Purple ink, then thin this down and apply it as a series of glazes.



▲ Add Bleached Bone sparingly, to avoid the highlights looking too chalky.



▲ The main areas of colour on the figure are now finished.

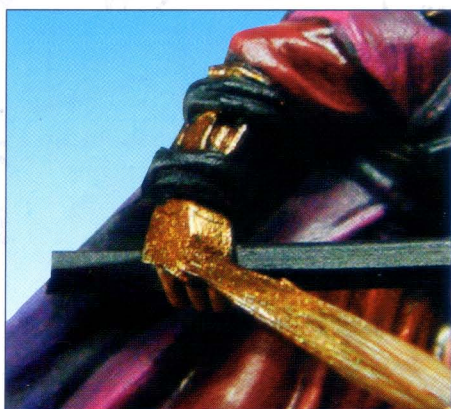


4 Dark Cloth

To paint the dark purple, almost black, cloth of the cloak and loincloth, begin with a mix of equal parts Liche Purple and Chaos Black. Shade this with a wash mixed from Black and Purple inks, then reset the base colour. For the highlights, add increasing amounts of Space Wolves Grey to the base colour and apply this to the raised folds of cloth. Applying these highlights sparingly will keep the overall colour dark.



◀ The dark, subdued colour of the cloak contrasts with the bright, strong colours of the other areas of cloth.



◀ The mix of Shining Gold and Tin Bitz gives a better base for the next layer of paint than the black undercoat.



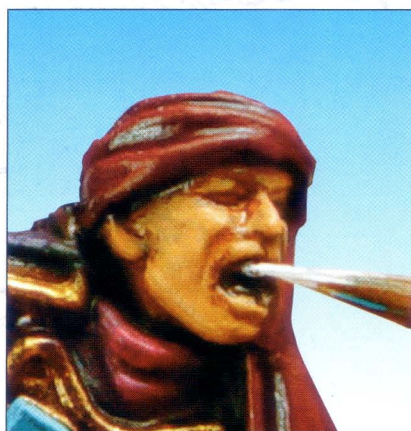
5 Armour Plates

To paint the golden armour of the Haradrim, begin by painting all the armour plates with a mix of Tin Bitz and Shining Gold. Next, apply a coat of Shining Gold, leaving the darker colour only showing in the deepest recesses and around the edges of the plates. Highlight the raised edges of the plates with Burnished Gold. To paint the precious stones on the armour, simply pick them out with Hawk Turquoise, then add some Skull White to the mix to highlight the edges.

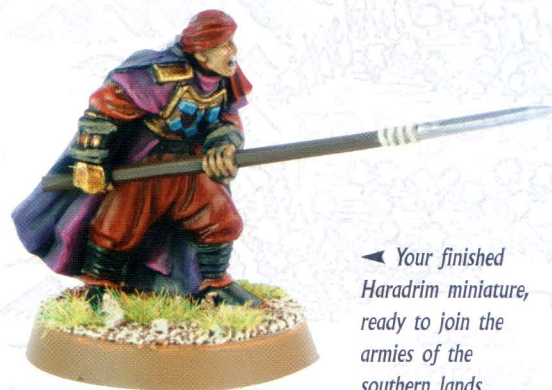
◀ You can achieve a realistic appearance of light falling on the stones by highlighting only the upper edges.

6 Final Details

All that now remains is to paint the small details on the miniature. Paint the straps around the arms, legs, and spear haft with Graveyard Earth, then add Bleached Bone for the highlights. Paint the tip of the spear with Boltgun Metal before highlighting the edge with Chainmail, and the haft with Bestial Brown. On models with their faces uncovered, such as the one shown here, you can, if you wish, pick out the teeth with Skull White.



▲ Painting the teeth will add an extra level of fine detail to your miniature.



◀ Your finished Haradrim miniature, ready to join the armies of the southern lands.



► A small group of Haradrim warriors. The converted Chieftain (centre) has had his spear replaced by a plastic Orc sword.



Adding Variety

When painting a group of Haradrim, you can achieve a more diverse look to your models by varying which colours you paint different items of clothing. For example, although the figure shown in the examples has red trousers, purple inner robes, and a black cloak, you could paint another of the Haradrim with these colours interchanged. By using the same palette of colours however, your miniatures will still retain a cohesive look on the tabletop.

Alternative Approaches

Colour Variations

As with other miniatures, you are not restricted to using the colours suggested in this Painting Workshop. You may wish to paint your Warriors in different colour schemes to represent tribes from other parts of Harad. Here, we present a few examples of alternative colour schemes.

SCAR
RED

DESERT
YELLOW

BLEACHED
BONE



◀ This warrior has been painted in a more subdued palette, with contrasting areas of bright colour.

MIDNIGHT
BLUE

ENCHANTED
BLUE

SKULL
WHITE



▲ Rather than the overall reddish tones of the Warriors above, this Haradrim has been painted using a predominantly blue palette of colours.

‘Wicked men! Servants of Sauron. They are called to Mordor.’

SMEAGOL™

► The base of this dark-robed Warrior has been painted to represent the deserts of the lands of Harad.



CHAOS
BLACK

BUBONIC
BROWN

BLEACHED
BONE



The Pelennor Fields™

The Pelennor Fields lie before the city of Minas Tirith, a vast plain that stretches out towards the ruins of Osgiliath. Here, we show you how to build this grassy land that is the site of one of the defining battles in The Lord of the Rings movies.

The Pelennor Fields make up a verdant plain, separating the cities of Minas Tirith and Osgiliath, with numerous farms and homesteads dotted throughout its expanse. These few scattered orchards and fenced-in crop fields feed the White City with their produce. However, when the armies of Mordor invade, those who live there head for the safety of the walls of Minas Tirith, leaving the land to be ravaged by the hosts of Sauron.

This Modelling Workshop shows you how to make the Pelennor Fields as a set of modular boards. Once constructed, these boards are an excellent addition to your terrain collection, as they can be used to represent a variety of battlefields in Middle-earth.



◀ **FIELD OF BATTLE**
The Pelennor Fields modular boards are ideally suited to representing other areas of Middle-earth.

YOU WILL NEED

Modelling Essentials

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

2½CM/1" THICK
EXPANDED POLYSTYRENE
TILES (APPROXIMATELY
60CM/2' SQUARE)
SMALL STONES

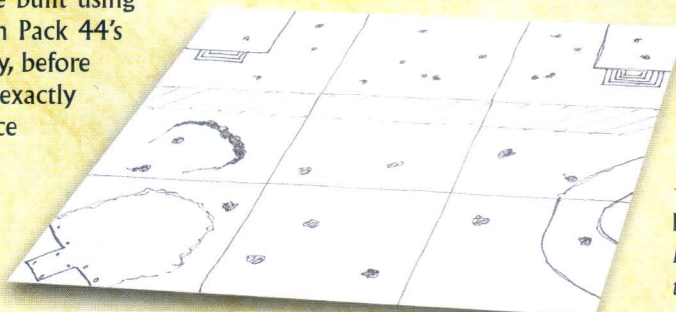
GRAVEL
MODELLING SAND
5CM/2½"
DUCT TAPE
SANDPAPER
TEXTURED
MASONRY PAINT

CHAOS BLACK,
SCORCHED BROWN,
BESTIAL BROWN AND
BLEACHED BONE
ACRYLIC PAINTS
GREEN FLOCK
LIGHT GREEN FLOCK



RECAP

The Pelennor Fields modular boards are built using the same techniques that were shown in Pack 44's Modelling Workshop. As seen previously, before you start it is a good idea to plan out exactly how you want your boards to look once they are all made, so that you have a specific vision of what you're building. As we wanted our boards to meet the requirements of 'The Battle of the Pelennor Fields' scenario, we drew a plan to help us decide exactly what sections we would need to create.



◀ PELENNOR FIELDS MAP

Here you can see all the different board sections that are to be made.

Green Fields

The boards can be flocked in the same way as the rest of your models, but you may find that on such wide and flat areas the flock can make the boards look a little unrealistic. For a more realistic finish, try the following technique. First, texture and undercoat the model as with the Mordor boards. Next, paint the boards with an even coat of Scorched Brown, followed by a dry-brush of Bestial Brown. A final highlight of Bleached Bone is applied before moving on to the flock. Apply green flock in large patches all over the board – if this looks a little too bright, apply a light dry-brush of Bleached Bone over the top once it has dried to soften the tone. Finally, a lighter-coloured flock is applied in smaller patches as a contrast, breaking up any areas of solid colour.



◀ FLOCK CONTRAST

The slightly golden colour of this flock provides a nice contrast to the green of the other flock, giving the boards a more realistic finish.

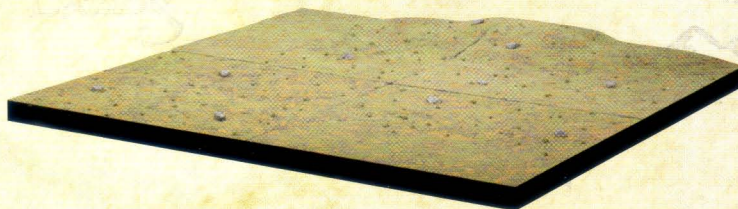
► NATURAL COLOUR

Applying a dry-brush of Bleached Bone over the top of the flock helps prevent the green from looking too bright.



Next Pack

The plain boards shown here are only the start of what can be built to represent the Pelennor Fields. In Pack 71 we show you how to build boards to represent the interior of Minas Tirith, along with the docks and ridge shown in the plans. The modular nature of these boards means you can re-arrange them as you please, allowing you to use them for Battle Games beyond the one presented in this Pack.



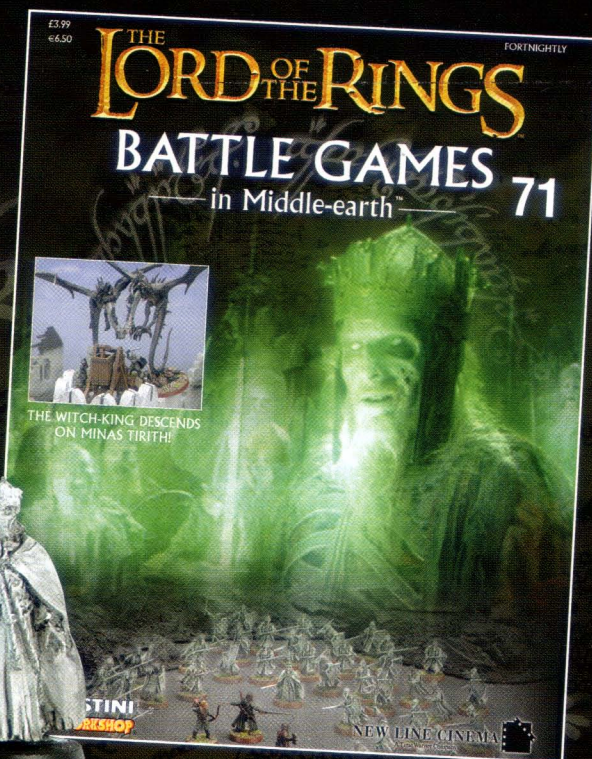
▲ THE FIELDS OF PELENNOR

These four board sections form the start of your Pelennor Fields modular set.

IN YOUR NEXT GAMING PACK...

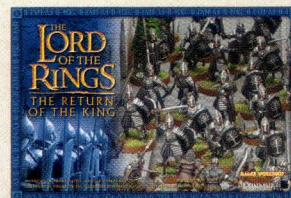
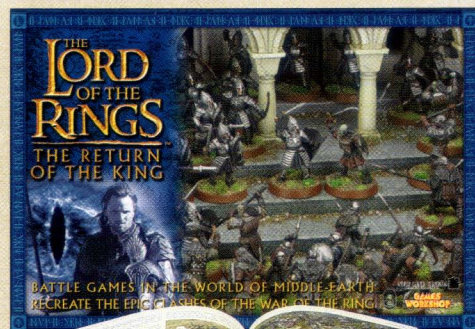
The Battle of the Pelennor Fields begins in earnest!

- The Army of the Dead fulfil their oath and come to Gondor's aid
- The next part of our massive four-player Battle Report
- Paint the ghostly King of the Dead
- Build the final sections of the modular Pelennor Fields terrain boards
- **PLUS:** A metal King of the Dead figure



THE LORD OF THE RINGS THE RETURN OF THE KING

Battle Games in Middle-earth is just one part of The Lord of the Rings tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.



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