



As befits their status, Captains are a great addition to any The Lord of The Rings force. Here, Dominic Murray demonstrates how to personalize Captains to make them stand out from the rank-and-file soldiers of your army.

**D**om: Rather than play out a The Lord of The Rings scenario with the most powerful force available to me, I prefer to choose my army to reflect a specific theme. This could be Théoden's personal Éored, the Orcs of Minas Morgul under the Witch-king of Angmar, or Faramir's Ranger force to name but a few. However, not all my armies contain named characters; more often than not they are led by a Captain. With this in mind, I always try to convert this model to accompany the theme of the particular army I'm using. This can be as simple as changing a weapon to represent their wargear, or repositioning the model in a pose more suitable to the background I've imagined for him.

The major bonus of putting some extra effort into a character is that it elevates him from

# LEADING THE CHARGE

## *Converting Battle Company Captains*

being just another part of the rank-and-file of an army. For my Minas Tirith army I took inspiration from The Lord of The Rings trilogy to find a name for my Captain of the City Guard. Now my force is led by Eärnur, armed with his ancestral sword. Touches like this help to define the army's background, create evocative battles, and increase the story-telling element of a game.

With this in mind I've collected the techniques that I most commonly use when converting my Captains. Each of these will change the model enough for him to stand out on the battlefield. However, if you're feeling slightly bolder, you could always combine some of the examples to create a totally unique model.

### PAINT SCHEMES

If you don't want to cut up your models, a simple way of personalizing your Captain is to paint him a different color from your basic troops. This may be as simple as changing the color of his cloak or his armor.



*Eärnur leads the City Guard into battle against the Orcs*



## WEAPON SWAPS

One of the simplest conversions for a Captain is to change the weapon. In the following example, an Orc Captain has had his axe replaced with a hefty sword.



**1** First, clip the hand off at the wrist. This will give you a decent surface area to glue your new weapon to.



**2** Cut the new weapon in exactly the same way.



**3** Finally, glue the sword to the new model.



**4** Instead of wielding an axe above his head this Orc now carries a sword.

## CUTTING WEAPONS

When swapping weapons, replace the whole hand as opposed to just the blade. Sword blades are thin and susceptible to breaking as you handle the model. Replacing the whole hand provides a larger area for the glue to adhere to.

## HEAD SWAPS

A great way to get character into a model is to swap the head. Often, Captains are fully enclosed in armor, so by giving them a bare head it's easier to see them on the battlefield.



**1** Start by removing the head with a modeling saw. Do the same for the head you will be using as a replacement.



**2** Next, file the Captain's neck area flat. This is done to provide a good area for the parts to glue together.



**3** Before you glue the new head to the body, it's advisable to check the join, as you may need to do a bit more filing.



**4** To finish, glue the head to the body. You may need to add some Green Stuff to fill any gaps. Don't worry, we cover that in the next pages.

## NAMING CHARACTERS

The Lord of The Rings trilogy is a great source of names for your Captain, while the wealth of background material means you can also devise an impressive history for the fellow. You and an opponent can then stage battles between two warring leaders, even linking games and campaigns.

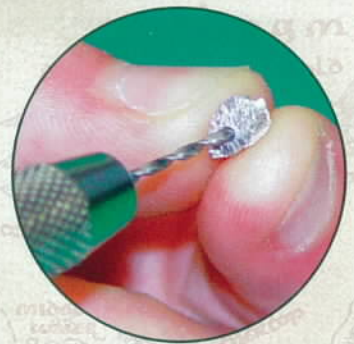


## USING A PIN VISE

Sometimes a conversion will be too heavy for super glue to hold the join all by itself. Head swaps and some larger weapon swaps may require the parts to be pinned together to avoid continual breakage. The following example is an extra step you can try before you glue your conversion together.



1 Use a craft knife to make a nick on the first piece you are about to drill. This will stop the drill bit from slipping.



2 Next, use your pin vise to drill a hole into the model.



3 Superglue a short length of metal into one of the holes to act as the pin. A paper clip, or brass rod, is ideal for this.



4 To make sure the holes line up, dab some paint on the end of the pin and line it up with the piece you want to drill. This will leave a small dot marking the area for you to drill.



5 Drill the model as before. Then push the two parts together. The metal pin will strengthen the join, which leaves you to super glue the model together.

## REPOSING MODELS

Sometimes a model may be posed in a way that you want to change. It may be that you'd rather he were twirling his axe over his head, or pointing in the direction of the enemy. Repositioning a model allows you to alter those details you're not happy with. To keep things simple, the following example shows how to bend a model's arm into a brand new position.



1 Start by sawing into the elbow joint of the arm. Make sure you only cut halfway through so that the arm doesn't break off when you reposition it.



2 Use a pair of pliers to gently bend the arm into a straight position.



3 To hide the conversion, apply Green Stuff to the gap and sculpt it to match the model (see opposite).



## MIXING & APPLYING GREEN STUFF

**G**reen Stuff is split into two parts: the blue hardener, and the yellow resin. By mixing these together you will create a green modeling putty that you can use to fill any gaps on your model.

Although applying Green Stuff to a model can be quite daunting at first, the following example shows you how to fill a gap on a Captain model.



**1** To prepare your Green Stuff, start by cutting a strip of equal parts blue and yellow using your craft knife.



**2** Mix the blue and yellow parts together between your fingers.



**3** When the two parts are mixed you will end up with a consistent green colour. If there are still blue or yellow streaks, you need to keep mixing until you get the right color.



**4** Apply the Green Stuff to the gap you need to fill. Allow this to start hardening before sculpting it. If you try to sculpt into a block of soft Green Stuff it will start squeezing out the other side.



**5** Use a sculpting tool to shape the putty so that it blends into the surrounding area.



**6** Once you are done, the Green Stuff should blend into the body hiding any joins or gaps on the model. Like any hobby skill, this takes some practice, but with patience you'll soon be adding new details to your models.

## STANDING OUT FROM THE CROWD

These models are great examples of what you can achieve by using just a few simple techniques.



*This Captain of Minas Tirith has benefited from a head swap.*



*To set this Moria Goblin apart from the rest pieces of slate have been glued to his base.*



*This Captain of Minas Tirith is a good example of how you can combine several simple conversions. His arms have been repositioned and a plastic shield added. His head was then replaced and Green Stuff was used to sculpt new hair onto the model.*