

SHADOWS IN THE JUNGLE - FORCES OF ORDER



Phil Kelly: What a game! Both Michael and I were convinced that I was a goner by about Turn 3, but if there's one thing a Strike Force excels at, it's counterattacking. The Strike Force played its party trick on

Turn 2, with most of my army turning up from reserve. I was really hoping for a swift, decisive strike on the Archon with the Seer Council and

Maugan Ra, but the dice conspired against me. This gave Michael the opportunity to take apart the rest of my force with his own counterattack, and things looked very grim.

When the Banshees finally burst through the wraithgate, I was able to effect what I thought was going to be a valiant last stand but turned out to tip the game in my favor. The Seer Council took everything that Michael could throw at it and still kept going, albeit halved in

strength. Maugan Ra finally showed what he could do by scything down no less than three straggling Dark Eldar units then blowing a Raider out of the sky with his Maugetar.

I've never pulled off such a dramatic comeback, but then, the Strike Force was created with an eye to excelling in the latter stages of the game. Maugan Ra's inclusion on the Basilica table was the icing on the cake. All in all, a great day's gaming.

SHADOWS IN THE JUNGLE - FORCES OF DISORDER



Michael Andresen: Argghhh! So close to victory, sweet victory. A great game where the scales tipped from one side to the other throughout the entire game.

I was feeling pretty confident when I won the 1st turn. Army selection turned out sound as well, though I could have used fewer vehicles and more troops.

What decided the game in the end though was experience. Phil knew the strength of his Seer Council, moved in to finish off my Wyches, and thus won the game. I should have drawn my Wyches back into the jungle, stayed out of sight, collected my Recon bonus, and cheated Ulthwé of the Victory Points they collected from killing them.

As a last note, I'd like to encourage anyone who doesn't do so on a regular basis, to try out

some of the different settings that Warhammer 40,000 allows you to play in. I have read the Jungle rules before, but hadn't been encouraged to try them out before now. When this chance came around and I did try them out, it turned out as one of the best, most challenging games I have played in a while.

Good job Phil! Please make an appointment with my splinter cannon in the reception before you leave...

CAPTURE THE GUNSHIP - FORCES OF ORDER



Andy Hoare: I was really pleased with the 13th Company's performance, particularly for the first couple of turns. I took the gamble of deploying the two Long Fangs pack directly in front of the

Leman Russ Demolisher in order to take it out in the first Shooting Phase. I was able to get enough Stunned and Shaken results on the other tanks to limit their effectiveness due to the

Long Fangs' ability to split fire.

Things started to get wobbly when the Rune Priest and the Storm Claws used the Gate to teleport across the table but deviated and landed right on the objective in front of Rowland's entire army. One ordnance template later, and it was all over for them.

The finale was one of the most tense I've ever experienced, and certainly one of the most cinematic. After Rowland's Bloodthirster wiped

out my Wolf Lord, it performed a Sweeping Advance towards my Wulfen and killed all but one of them. In the next turn, the single surviving Wulfen actually killed the Bloodthirster and swept right on to the objective, in time to inflict the casualties that resulted in me winning the final round of combat that would decide the winner of the whole game. One 3+ saving throw, and it was all over – a narrow, but hard-fought victory.

CAPTURE THE GUNSHIP - FORCES OF DISORDER



Rowland Cox: WHAT! How did this happen? Well, all I can say is well done to Andy, who never once took his eye of the objective. It just goes to show that even if you've

had your army blown to bits, you can still win. Many other players in Andy's shoes come Turn 5 would have given up, but to Andy's credit, he never did.

So how did the game go from crushing victory to humiliating defeat? For me there was one crucial misjudgment on my behalf. My misjudgment was in placing the Bloodthirster too close to Andy's army in the turn it was summoned. In placing the Bloodthirster close to the objective I was ensuring any Space Marines who survived the Shooting Phase would be facing certain death in the Assault Phase. In the end, I had more than enough firepower to clear the objective. Surely the

objective would be mine. How wrong I was.

In the next turn, Andy seized the initiative and pinned the Bloodthirster in combat, away from the objective. On the plus side, I have to say this game was very enjoyable, full of incident, individual heroics, and a charging Demolisher. This heroic crew Tank-Shocked two units off the board, and totally ruined Andy's battle line. The Wulfen chased it around for practically the whole game!

STOP THE RITUAL - FORCES OF ORDER



Bo Tolstrup: I'm still not sure Matt knew what hit him, but in fairness to him, he had a difficult mission to achieve. Although Matt surgically removed my Assault Marines with his Bloodletters (10

Wounds in a charge – ouch!) it never stopped my assault; it just made it weaker.

The fact that the Eversor was deployed from the other side of the board made it difficult for Matt.

I locked him in close combat with the Eversor from my Turn 1, and he could really have used that big squad to bolster his defense on the other part of the circle. Another fact was the Defiler. Even Alex Boyd's famous Ork Warlord (WD 276 Battle Report) was Mr. Longlegged Swiftie in comparison.

At the end of the game, though, I wasn't left with much of a squad and leader to bring onto the main table. It was decided that my full six-

man Tactical Squad and the Space Marine Sergeant (the only surviving character) would get the honor of meeting Abaddon.

Not a shocker – it was brief but fun on the main table. Yet again, Bloodletters became my bane.

I enjoyed myself thoroughly. My best experience of the day, though, was playing Matt. He is a real gentleman player but still keeps a competitive eye on the battlefield. Any day, any time Matt, I'd love another go.

STOP THE RITUAL - FORCES OF DISORDER



Matt Hutson: Well that didn't go exactly according to plan. In fact, the result was a lot closer than you think. If I had killed the Servitor (four Chaos Space Marines with close combat weapons usually

does the trick) before he had had a chance to hit me with his power fist, I would have been in a great position as I had managed to completely

stop the rest of Bo's army from attacking the circle. The best units in my army were probably the Bloodletters and Chaos Havocs. The Bloodletters annihilated the Assault Marines (which really shocked Bo) and one of the Tactical Squads. At this point, I really had Bo on the ropes. The Chaos Havoc's firepower was awesome, single-handedly holding up the center of the Daemonhunters' line and making up for the Defiler's bad luck. I could have done without it

getting stuck in the building. It got to a point where I could have bet my car on the dice being double 1's for the difficult terrain tests. Reduced to firing its Havoc launcher and reaper autocannon, what with the battlecannon being blown off on the 1st turn, it certainly had a tough day.

In the end though, credit has to go to Bo for selecting an incredibly balanced force and not losing sight of the objective at any point during the game. I can't wait for a rematch.

To mark the release of the new Nazgûl riding a Fell Beast model, Alessio Cavatore presents the rules for using these fantastic models in your games of The Lord of The Rings.



The Witch King

The nine Ringwraiths were once Kings of Men, the bearers of magical rings created by Sauron in the fires of Mount Doom. Their rings granted endless life but gradually enslaved the Kings to Sauron's will. All that remains of them now are their twisted spirits, their bodies having long faded into empty nothingness. The Nine are the most deadly of all the captains of Sauron, and the most dangerous among them is the Witch King.

The Witch King is the leader of the Ringwraiths. Like the others, he is cloaked and armored and has no physical body, only a shadow-like existence held together by the force of his will. The Ringwraiths cannot be killed in the normal sense, because they are not alive – but they can be banished. A Ringwraith that has been banished will gradually reform as its embittered will shapes a new form for it to inhabit. This process takes many days depending upon how far the Ringwraith is from the influence of its master.

Away from Sauron, Ringwraiths are secretive shadows that prowl the night and rely on fear and deception to achieve their mission. Close to Mordor and to the rising power of the Dark Lord, their role changes greatly, and they are the mighty captains of Sauron's armies. Mounted on large flying monstrosities, the Ringwraiths, terrifying harbingers of death and despair, cast their sinister shadow over the warriors of the Free Peoples.

Note on Choosing Ringwraiths. As there are eight ordinary Ringwraiths, the Evil player can have up to eight ordinary Ringwraiths in his force. The Ringwraiths are not named. We suggest you paint a number under the base of each so that you can readily distinguish them on your record sheet. There is only one Witch King, but we will not reveal his new profile yet. He will be unveiled in all his might in The Return of The King game.

WRAITHS! WRAITHS ON WINGS!

Rules for Ringwraiths and Fell Beasts

The Ringwraiths

Points Value: 120

	F	S	D	A	W	C	Might	Will	Fate
Ringwraith	5/-	4	8	1	1	6	2	14	2

Wargear

The nine Ringwraiths carry wicked swords or maces (hand weapons). At an additional points cost, Ringwraiths can ride horses or Fell Beasts.

Horse	10 pts
Fell Beast	50 pts

Special Rules

Will. Ringwraiths rely on Will far more than other Heroes. It is only by Will that the Ringwraiths maintain corporeal form. The further they are from Sauron, the weaker the bond between them and the lower their Will value.

A Ringwraith must give up 1 point of Will at the end of the Fight Phase if it has been in a fight. Note that Ringwraiths touching enemy must fight, as all models must; they cannot choose not to fight!

Once a Ringwraith suffers 1 Wound or has 0 Will remaining, it is banished. Ringwraiths cannot be destroyed completely in this way. Their spirits slowly regenerate, but as this process takes several days, the models are removed as casualties.

Terror. Ringwraiths are terrifying supernatural creatures. They evoke *Terror* in their enemies as described in the *Courage* section of The Two Towers rulebook.

Darkness. Ringwraiths do not see by the light of the world as we know it but by the inner light of the life of living things. They are not affected by darkness and can see as well in pitch black as they can in daylight.

Ringwraiths and The Ring. If any Hero should put on the Ring, he becomes part of the twilight world of the Ringwraiths. He is both visible and vulnerable to them! A Hero wearing the Ring is not invisible to a Ringwraith as he is to other models. A Ringwraith does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemies are included as part of a multiple combat.

To represent this rule in a pleasing visual way, all Ringwraiths can be replaced by Twilight Ringwraith models as soon as the Ring is put on. The Twilight Ringwraith models are used as long as the Ring is worn. Swapping models in

this way is not necessary, but it certainly emphasizes the point!

Magical Powers

Ringwraiths can also employ their Will to use magical powers and to resist the effect of magic just like other Heroes. They have the following powers.

Transfix. Range 12"/28 cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat, the victim's Fight Value counts as 1, and he rolls 1 die regardless of how many Attacks he has normally. If the victim wins a combat, he will not strike. The victim can still use Might, Will, and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Compel. Range 12"/28 cm. Dice score to use: 4+. The victim can do nothing further that turn as described for Transfix, except that the Evil player can move the victim up to half a move, even into base contact with an enemy, as soon as the power takes effect. The Evil player can do so even if the victim model has already moved that turn. The model cannot be moved out of a combat if it is already engaged. The model cannot be forced to perform any actions that would cause direct harm to it (such as jumping off a cliff). If the victim has the Ring, he must put it on if the Evil player wishes.

Drain Courage. Range 12"/28 cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target and will reduce a model's Courage Value each time.

Sap Will. Range 12"/28 cm. Dice score to use: 4+. The victim's Will Value is reduced to 0. The effect lasts for the remainder of the battle, although the victim's Will Value can be increased by the magical powers Strengthen Will or Will of Iron.

Black Dart. Range 12"/28 cm. Dice score to use: 5+. The victim suffers a hit with a Strength of 9. If a cavalry model fails to resist this power, the Ringwraith can choose whether the Dart hits the rider or the mount.



HORSE

F	S	D	A	W	C
0	3	4	0	1	3

The Ringwraiths ride huge black horses that carry them over Middle-earth as they search for their master's Ring. Only a Ringwraith can ride these evil beasts, as they will not permit any other creature to mount them. Full rules for horses and riders are given on p. 35 of *The Two Towers* rulebook.

FELL BEAST

F	S	D	A	W	C
5	6	6	1	3	3

Only a Ringwraith can ride these foul creatures, as they will not permit any other creature to mount them. Rules for cavalry are given in the main rules section. If the Ringwraith riding them is killed, the Fell Beasts will always take to the air and flee the field.

Fell Beasts move by flying. Their move is 12"/28 cm. They can fly over the top of any models or terrain without penalty. They cannot enter woods, buildings, and other terrain that has been deemed impassable but can land on top of any of these things if the players so agree at the beginning of the game.

In combat, Fell Beasts follow the same rules for normal cavalry, apart from the exceptions noted below.

When resolving a fight involving a Fell Beast, simply apply the rules for multiple combats and treat the mount as a separate model involved in the fight. As normal for multiple fights, add the dice for the mount's Attacks to those of the rider and other friends involved in the fight. Remember to roll separately for the Attacks of models who have points of Might, two-handed weapons, or other factors that can influence the result. In resolving the fight, use the best Fighting Value available (including that of the mount) as normal for multiple fights. If the fight is won, the mount will strike with its own Strength value.

Fell Beasts and their riders never get the Extra Attack bonus when charging, because this bonus is replaced by the mount's ability to contribute its own attacks to the fight.

On the other hand, such is the mass, strength, and ferocity of the Fell Beasts that they can Knock to the Ground even enemy cavalry if the Fell Beast and Rider win the fight when charging. This bonus is not lost if the Fell Beast is itself engaged by enemy cavalry. When a cavalry model is knocked to the ground, the mount is knocked to the ground, and the rider is automatically thrown, knocked to the ground next to his mount, and immediately suffers a Strength 3 hit. This hit represents the chance of the rider injuring himself in the fall or even being crushed under the weight of his own steed.



The mounted Ringwraiths pursue Arwen and the Ringbearer.

SCENARIO – THEY'RE HERE

DESCRIPTION

The fighting at Helm's Deep and Isengard is over, and Saruman's army has been slaughtered and drowned. Rohan is free once more, but what of the larger cause? Faramir holds the Ringbearer and his companions in Osgiliath. Torn by duty, the young Captain of Gondor decides to send Frodo and his burden to Denethor, the Steward of Gondor. However, before Faramir can do so, a Nazgûl arrives, and the Captain and his men dive for cover. As

the Nazgûl searches for the Ring, the Orcs on the eastern bank summon their courage and launch an attack. While Faramir's men fight desperately to repel the Orcs, Frodo is overcome by the power of the Ring and is slowly but surely drawn towards the searching Ringwraith.

PARTICIPANTS

The Good side consists of Frodo (although Frodo is actually controlled by the Evil player at the start of the game), Sam,

Gollum, Faramir, Damrod, 6 Rangers of Gondor with bow, and 24 Men of Gondor (8 with shields and spears, 8 with shields, and 8 with bows).

The Evil side has a Ringwraith (mounted on a Fell Beast), 2 Orc Captains, 4 Warg Riders with shield and throwing spear, and 36 Orcs (12 with shield, 6 with bow, 12 with spear, and 6 with two-handed weapons).



Frodo is left helpless as he succumbs to the power of the Ring.

POINTS MATCH

If you want to fight this battle with alternative forces, choose at least 400 points for each side. Both sides must include at least two Heroes. When playing a Points Match game, the Evil player chooses one Hero to take the role of Frodo – Frodo's deployment and all of Frodo's special rules for this scenario will apply to that Hero as will any victory conditions normally bound to Frodo. Similarly, the Good player can choose an Evil Hero to take the role of the Nazgûl.

It is recommended that Gollum is always used in this scenario.

LAYOUT

The scenario is played on a board 48"/180 cm x 48"/120 cm. The ruins of Osgiliath cover the entire board – the more ruins, the better.

STARTING POSITIONS

The Good player deploys Frodo, Sam, and Gollum in Deployment Area A. Faramir is then deployed along with Damrod and the Rangers in Deployment Area B. The remaining Good models are then placed in Deployment Area C.

The Evil player then deploys an Orc Captain and 20 Orcs within 3"/6 cm of the east board edge. The remainder of the Evil force is kept to one side and may be available as reinforcements later in the game.

OBJECTIVES

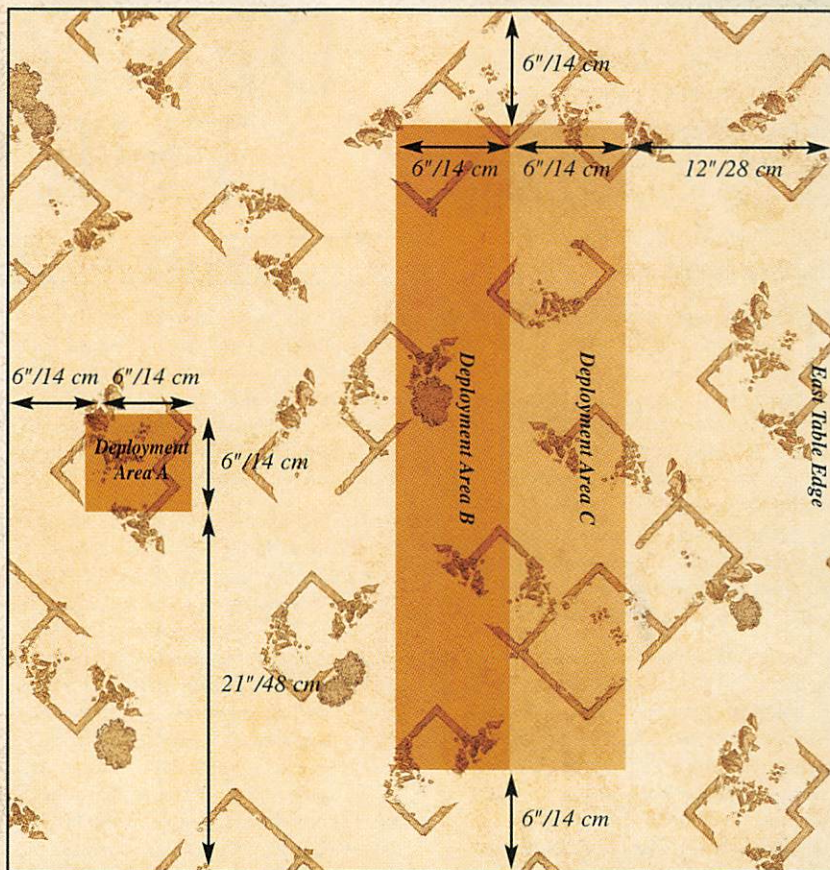
The Good side wins if the Evil force is reduced to 50% of its starting strength or less.

The Evil side wins if the Ringwraith is in base contact with Frodo at the end of any turn. If this happens, Frodo is then carried away to Barad-dûr where he suffers a very unpleasant lingering death (Sauron also regains the Ring and covers the world in darkness, but that probably won't matter to Frodo at that point). The Evil side also wins if Frodo leaves the table from the eastern edge.

If both sides satisfy their victory conditions in the same turn or if Frodo is slain, the Evil side wins.

SPECIAL RULES

Tide of Darkness. As the Nazgûl flies across Osgiliath, more and more Orcs are drawn to his presence. From the second turn onwards, the Evil player may roll a D6 at the end of his Move Phase and place a number of Evil models equal to the die roll move onto the board (measure their move from the east table edge). These models may not charge but may otherwise act



normally. The most expensive Hero (the Nazgûl) may not be placed in this way until all other models have been placed. However, if the D6 roll is a 6, the Nazgûl has arrived early and may be placed as one of the six reinforcements if the Evil player wishes.

Heavy Armor. The troops defending Osgiliath are among the best equipped in all of Gondor. As such, all the Men of Gondor (not Faramir, Damrod, or the Rangers) are wearing heavy armor. The bowmen therefore have a Defense of 5, while the warriors with shields have a Defense of 6.

The Call of The Ring. Frodo has succumbed to the call of the Ring and is trying to reach the Nazgûl. To represent this fact, Frodo is controlled by the Evil player at the start of the game. No Good model may shoot or attempt to strike Frodo. Good models may still charge Frodo (to try to prevent him from reaching the enemy) but may not strike any blows. If the Nazgûl is slain, the call of the Ring diminishes, and Frodo begins to reassert control of himself. From that time onward, Frodo is controlled by the player who loses Priority. The Ring may not be used in this scenario.

Bombardment. As the battle rages, the Orc siege engines continue to hurl boulders at the Men, heedless of their own troops.

At the start of his Shoot Phase, the Evil player rolls a D6. On the roll of a 5 or 6, the Orc catapults have found a target, shattering a building and sending out a wave of crushing shrapnel. The Evil player may nominate any Good model (remember that Frodo is actually an Evil model) on the board. That model and any other model, Good or Evil, within 1"/2 cm takes a single Strength 6 hit as they are pummeled by rubble. Any survivors are knocked to the ground. If the Evil player rolls a 1 or 2, the same effect occurs, but the Good player may nominate the target instead. Either player may target a model in combat (an exception to the usual rule that Good may never shoot into combat – it is actually the Orcs who are firing, after all), but neither player may target the bombardment in such a way that Frodo is hit. If a cavalry model is hit, both rider and steed take a Strength 6 hit; the rider is thrown; and both models are knocked to the ground.

Gollum is as anxious to see the Ring out of the hands of Sauron as anyone but dares not take it for himself while the Nazgûl still circles above. While the Nazgûl is still alive, Gollum is controlled like any other Good model and will not strike blows against Frodo if he wins a fight. If the Nazgûl dies, Gollum reverts to his normal rules.

With the release of *Shadow and Flame*, the range of tactical options open to Moria Goblin Generals has increased dramatically. The time is right to teach your opponents to be fearful of the dark places under the mountain. Adrian Champion explains why.

The basic Moria Goblin profile is fairly uninspiring at first glance. If you are commanding a force of these creatures, you will quickly notice that they are the worst fighters and archers in the game, that they are physically unimpressive, and that they exemplify cowardice. At this point, you might well be wishing for the armor clad reliability of the fighting Uruk-hai, but wait! It's not all bad news. In fact, these vicious little monsters have a lot going for them.

As one of the cheapest troop choices in the game at 4 points each, Moria Goblins are going to outnumber every opposing army they ever face. Aside from the obvious benefits – such as the ability to surround and trap your foes or to roll more dice in combat – never underestimate the sheer psychological impact of seeing a massive wave of Goblins being deployed. No player likes to start a battle outnumbered 2 to 1!

MOVEMENT

Moria Goblins, in common with all lesser Orcs, have a massive disadvantage in the Movement Phase. As they can only move a maximum of 5"/12 cm per turn, most of the Free Peoples forces, be they Elves or Men, will outpace them even without the use of cavalry.

If you venture beyond the safety of the roots of the mountains, you will have to get used to your opponents choosing when and where they fight. In scenarios that involve your opponent escaping from the table or breaking through your lines, think very carefully when deploying your troops.

Any redeployments to shore up the weak points in your lines will take time. Needless to say, mastering the art of the countercharge will be key to your successes in above-ground battles.

It is a different story in the dusty ruins of Dwarrowdelf, however. Moria Goblins have three major advantages that can turn battles in their favor. First, their main enemies, the Dwarves, also move only 5"/12 cm a turn, which puts them on an equal footing in the Move Phase.

If you keep a careful watch on the

DENIZENS OF THE DARK

Tactics for Using Moria Goblins

Priority rolls, you will have the privilege of selecting who and when to attack for a change. Heroic movement will help you here and is an added bonus, as Goblin Captains and Heroes (with their precious Might Points) are so much cheaper than their Dwarven counterparts.

The second major advantage the Moria Goblins have in the Movement Phase is their incredible jumping skills. Gaps up to 2 3/4 cm across can be traversed without the risk of falling, and chasms and pits can be used to block pursuing enemies that will have to decide whether or not to gamble on leaping across to follow your troops. Knowing that there is a 1 in 6 chance of a fatal fall is enough to put fear in the stoutest heart! Even if your foes make it across safely, most of the time they will be slowed in their progress, which will allow you to make good your escape.

If you are on the attack, annoyances like finding a bridge to cross a gap safely can be ignored in favor of crossing where YOU want to, which is perfect for outflanking the defenders on the other side. If they don't know where to expect the attack, their ability to respond to it is greatly lessened – a tactic you can put to good use in the Battle for Dwarrowdelf scenario.

Last and not least, don't forget the all-important climbing ability of the Moria Goblins. The vertiginous staircases and many-leveled walkways of Khazad-Dûm can make for an extremely three-dimensional battlefield. Such a battleground is the best thing a Goblin general could ever hope for. While troops of other races must trek along a ledge, then wind their way down a stairway in order to join the fight on another level, Moria Goblins can simply climb straight down the wall! Sending reinforcements quickly from one part of the battle to another is a key part of why the Goblins are now rulers of the eternal night under the Misty Mountains.

FORMATIONS

There are only a few basic rules you need to follow to maximize the Goblin's potential. First, keep a line of shield-armed

models to the front. Their higher Defense value will mean that more Moria Goblins make it into close combat, and your opponent will be looking to target your weaker spearmen and archer Goblins. Keep a line of spearmen just behind the front line. When combat is joined, the extra attacks will greatly increase your chances of winning. Outnumbering your opponents is the fundamental strategy of the Goblins after all!

Keep your important troops screened behind the warriors to keep them safe from incoming fire, and make sure the Trolls and Heroes are close enough to the front to be able to hit back in a countercharge if your foe is bringing the fight to you.



ARCHERS

Goblin archers are, without a shadow of a doubt, the worst bowmen in the game. Their Orc bows have a range of only 18"/42 cm, hit on a 5+, and are a lowly Strength 2! To add insult to injury, the lack of a shield makes these Goblins very tempting targets to enemy archers who will invariably win any long-distance duel.

So should you include some Moria Goblin archers in your force? Absolutely! Even Goblins can rack up the kills if they fire enough shots at the enemy, an easy task when you have twice as many bow-armed troops as your opponent.

With the Goblins' terrain-climbing and jumping abilities, it is also very easy for your troops to take up positions on the top of walls and ledges where they can rain down black-fletched arrows with impunity.

Just remember not to try this tactic against enemy archers though; you are probably better off engaging them in close combat.

A note for all commanders out there: an

old adage states, "know thy enemy."

Target the weakest of your opponents when shooting. Most likely they will be the opposing archers. When shooting at a Dwarf armed with a bow for example, you will need to roll a 6 to wound. However, when shooting at a Dwarf with an axe and shield, you will need a 6 followed by a 4. Thus, you're half as likely to succeed! Your overall chance of hitting and wounding drops from 1 in 18 to 1 in 36!

DURBÛRZ

Durbûrz, the dark ruler of the Goblins, is king of the underground realm. Now, at last, your Goblin army has a leader worthy of the name. He is the strongest, toughest, and bravest fighter the Goblins can field. His high Courage value will hold the force together when the critical 50% casualty point is reached. Combined with the motivational effects of the Goblin Drum, you will find that your troops keep on fighting to the bitter end.

Durbûrz is as unsubtle as you would expect from one of his kind. Keep him shielded from harm while closing with the foe. Once combat is joined, he will

provide one of the toughest challenges for your opponent with his 3 Might Points and 2 Attacks, which will turn the combats to his advantage. His only major weakness is that, like all Goblins, his Fight value leaves much to be desired. As I will describe a little later, teaming him up with a Cave Troll can counter this problem.

GOBLIN DRUM

Drums, drums in the deep. With the ceaseless pounding of the Goblin Drum, your warriors will fight much more aggressively. The Courage modifiers count across the entire battlefield, but the all important rerolls take place only within 18"/42 cm of the Drum itself. In the first few turns, therefore, before battle is joined, move the Drum as far forward as possible. This way, you will receive the greatest benefit in the coming fight.

Remember to place the Drum in a position that allows you to move it forward easily, and make sure the enemy does not get a clear shot at your irreplaceable Drummers. Without them, the Drum is useless!



Moria becomes a battleground as the Dwarves try to reclaim their ancient home.

SHAMAN

The new Goblin Shaman is perhaps the most difficult of the new troops to use effectively on the tabletop. You have to balance the need to get him as close to the action as possible with the need to prevent him from engaging the enemy. Don't be tempted to use his Might Points in combat. The Shaman is there purely and simply to keep the Goblins from running away or taking Wounds thanks to his Fury spell (which should be cast at the earliest opportunity).

Remember that the spell's effects are cancelled if he loses a fight or suffers a wound from shooting, so keep plenty of Goblins between the Shaman and the enemy. Make sure that the Fury spell's area of effect covers the front-line troops, as this protection will keep a lot of Goblins alive. Used in combination with the effects of the Goblin Drum, the spell will make combats a lot more deadly for your foes, as it makes the Moria Goblins fight harder and longer.

If you are up against a seriously dangerous character, then the Transfix ability will freeze him in place while your humble troops cut him to pieces. Sometimes, it can be worth taking along an extra Shaman with this ploy in mind.

CAVE TROLLS

It is now practically a tradition for your opponent to say, "They have a Cave Troll," when you place your model on the table. To which, of course, your response should be, "Actually, I have TWO Cave Trolls." (I even know of someone who fields seven!) These monsters represent the real muscle of a Moria force, and they make excellent linebreakers.

Three Strength 6 attacks can go a long way towards carving a hole through even the toughest of opponents. With 3 Wounds each and a Defense of 6, Cave Trolls can withstand a lot of punishment before being brought down. They will need to though. Such is the fear these creatures instill in opponents that they tend to attract a lot of bowfire.

The only real trick in using Trolls is keeping them alive long enough to reach combat. Try and deploy them in such a way that any terrain features will block line of sight to your Trolls as they close with your foe. Either that or be sure to keep a few Goblins in front of the Trolls to soak up some of the incoming fire. When you get them into range, your Trolls will go through normal troops like a hot knife through butter.

Watch out for opposing Heroes though, as their extra Attacks and Might Points can

really make a difference in a close fight if your Troll is unsupported.

If you are facing enemy Heroes, then teaming up a Troll with a Goblin character such as a Captain makes for an excellent combination. The Goblin Captain has Might Points for making heroic actions and altering his dice rolls, and the Troll contributes his massive 6 Fight value in addition to his other skills. Even Aragorn could only equal this close combat punch, a fact that gives both sides an even chance of winning the combat in a roll off.

The Captain can increase only his own dice roll in order to try and win the combat. However, if he can only increase his result to match that of his opponent, the Fight value of the Troll will settle the tie. The captain effectively has the Troll's Fight value of 6 for the duration of the combat! Keep a Troll close to Durbûrz, and together, they'll make life very difficult for your opponents.

And there you have it, victory is now yours for the taking. It will have to be a very determined foe that wrests the halls of Moria from your clutches. If things ever do start to go against you, there is always the mighty Balrog to call upon.



Durbûrz the Goblin King leads his army of Goblins to defend Moria from the noble Dwarves.

With the legendary Balin felled in Mirrormere, the Goblins seize their opportunity to reclaim the halls of Moria. One lone group of Dwarven guards stands surrounded by the minions of evil. Can they survive?

DESCRIPTION

"We have suffered a great sorrow. Balin, Lord of Moria, has fallen in Dimrill Dale. He went to look in Mirrormere and was slain by a Goblin arrow, surely guided by a cruel fate. His death is an evil blow to us, and our hopes may have perished with him. The drums in the deep sound once more, and every beat tolls in my empty heart. I fear we will once more lose Moria, but Balin we shall honor as Lord of this place while we may.

"We shall lay him to rest in the Chamber of Mazarbul, evermore to dwell in the very heart of Durin's realm. Even as I write, the foul Goblins seek entrance to our realm. Our guardposts are overwhelmed by their numbers, and our warriors are in retreat."

Balin is dead, and the halls of Moria are assailed once more by the Goblins. Against such numbers, the Dwarves cannot hope to stand, and one by one their guards withdraw to the center of the realm. One such group is slow to fall back and has been surrounded by the invaders. Can help arrive before they are overwhelmed?

PARTICIPANTS

The Good side consists of 2 Khazâd Guard, 9 Dwarves with shield, and 6 Dwarves with Dwarf bow.

The Evil side consists of 8 Moria Goblins with bows, 8 Moria Goblins with spears, 8 Moria Goblins with shields, and 1 Moria Goblin Drum.

POINTS MATCH

If you want to play this game with other forces, choose 150 points of troops for the Good side and 150 points for the Evil side. No more than 33% of the points from either side may be spent on warriors with bows.

LAYOUT

This game is played on a board 48"/120 cm x 48"/120 cm. A broad chasm at least 6"/14 cm wide lies across the center of the playing area. The chasm is too wide to jump across. It is spanned by a bridge 50 mm wide (i.e., equivalent to two base widths). No more than two models can fight side by side along the width of the bridge, but one model can block the bridge and prevent passage across it.

THE SECOND HALL

A Scenario for The Lord of The Rings

There are three exits to the chamber itself. Each exit is a broad tunnel that lies 16"/36 cm from the chasm. The entrance is another tunnel that lies the same distance on the other side opposite the bridge. Each opening is approximately 4"/10 cm wide.

The area between the bridge and entrances is strewn with rubble, forming obstacles to movement. Note that Moria Goblins can move over the rubble without a Jump test.

STARTING POSITIONS

The Good player deploys 5 Dwarves up to 12"/28 cm in from the exit edge of the board and the remainder of his force up to 12"/28 cm in from the entrance table edge.

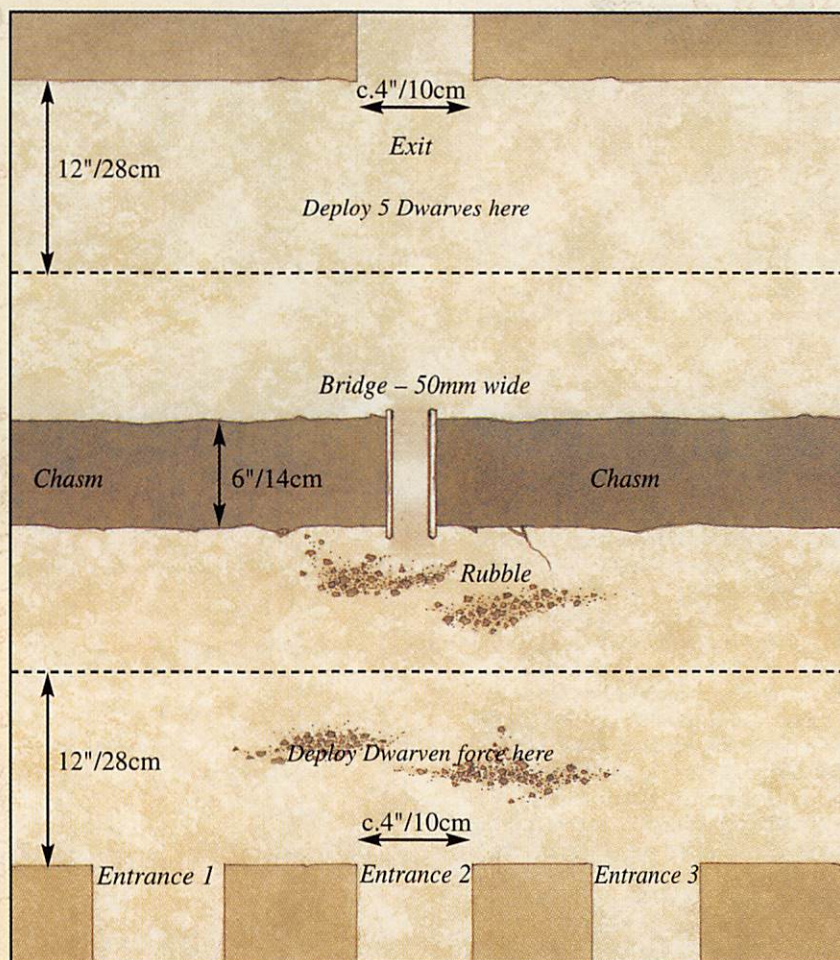
The Evil player may then deploy his Goblins anywhere on the board at least 12"/28 cm from any Dwarf.

OBJECTIVES

The Good side wins if the Dwarves reduce the Goblins to 50% of their starting force or less. The Evil player wins if the Goblins reduce the Dwarves to 50% of their starting force or less. If both forces achieve their victory conditions in the same turn, the game is draw.

SPECIAL RULES

The Bridge of Khazad-Dûm. The bridge is very thin and treacherous, as it was designed to thwart attackers. The Goblins are perfectly capable of traversing the obstacle without harm. However, the Dwarves have to take greater care. If a Dwarf loses a fight while on the bridge, the Good player rolls a die. On a 1, the Dwarf has lost his balance and plunges into the chasm below (remove the model as a casualty).



Paul Crowcroft gives full rules for creating your own unique Fellowship of The Ring and a campaign system for using it in your games.

One of the best things about The Lord of The Rings game is that it allows you to see what would have happened if the events depicted in the films and books had turned out differently. For instance, imagine if Gondor had failed to attend the Council of Elrond, and Rohan had gone instead. You may well have been left with the story of Theodred as a member of the Fellowship. And what if Gandalf had met the Hobbits in Bree, and Aragorn was left to stay in Rivendell while the quest went on without his help? What if Aragorn had been killed in Balin's Tomb? Any of a thousand separate things could have occurred, which would have led to an entirely different story.

This concept is the inspiration behind this campaign system. It allows you, the gamer, to form your own Fellowship of The Ring and see how far along the Quest to Mount Doom the party can get. This system also allows you to take the original Fellowship and see if it survives longer than it did in the story.

STEP 1: SELECT THE RINGBEARER

The single most important member of the Fellowship is the Ringbearer. Without him, there is no quest and indeed no story. Select a Ringbearer from the following list: Frodo Baggins, Bilbo Baggins, or Isildur.

STEP 2: THE RINGBEARER'S COMPANION

After the Ringbearer, the second most important member of the Fellowship is the Ringbearer's companion. This character keeps the Ringbearer on the right track throughout, guides him to the end, and helps him all the way. Your choice of companion is determined by your choice of Ringbearer. If your Ringbearer is Frodo, the companion will be Samwise Gamgee. If your Ringbearer is Bilbo, the companion will be Gandalf the Grey. As Gandalf is responsible for Bilbo finding the Ring in the Misty Mountains, he will make sure the old Hobbit is kept safe from harm. If your Ringbearer is Isildur, the companion will be Elrond. This last choice assumes that Isildur changes his mind some time after the Battle of the Gladden Fields and that Elrond has determined not

A FANTASY FELLOWSHIP

Creating Your Own Fellowship and Using It in a Campaign

to allow Isildur to make the same mistake twice.

STEP 3: THE REMAINING MEMBERS

It was only by the efforts of the entire Fellowship that the quest was victorious. Without all the members of the

Fellowship, the Dark Lord's minions would have surely recaptured the Ring. Therefore, the next stage is to select the remaining members of the Fellowship.

Any Good Hero may be chosen as a member of the Fellowship, including Captains of Men and Elves. If Gandalf is chosen, he will be the Grey and NOT the



The Fellowship of The Ring

FANTASY FELLOWSHIP ROSTER SHEET

No.	Original Member	Replacement	Stat Line	Equipment
1	Frodo Baggins			
2	Samwise Gamgee			
3	Merry			
4	Pippin			
5	Gandalf the Grey			
6	Aragorn			
7	Boromir			
8	Gimli			
9	Legolas			

White. As a challenge, you may also take Saruman and Grima Wormtongue (assume that Saruman does not have the Palantir and that any references to Good and Evil in their descriptions are switched). Any characters not named should be given an appropriate name and background.

No more than 700 points may be spent on the Fellowship, including the Ringbearer and companion. The Fellowship must contain exactly nine models.

No Hero may be taken more than once.

The replacement members of the Fellowship will fight in all scenarios where the original protagonists fought. For example, if you determine that Faramir replaces Aragorn, Faramir will fight in all scenarios in which Fellowship Member 6 is listed.

Once a member of the Fellowship is killed, it is removed from the roster permanently. If a non-Fellowship character is slain, it also will not be available for any further scenarios.

If the Ringbearer is slain, the Quest is over.

Extra equipment may be chosen for your Heroes, but it must be shown on the model.

NOTES ON FELLOWSHIP SELECTION

An important thing to remember when selecting your Fellowship is that the heroes assigned certain positions will be stuck in these roles throughout the campaign. For example, if Aragorn replaces Merry, he will be available to fight alongside Frodo in the first scenario but will not be available to fight in Helm's Deep. Another thing to remember is that, while it is very tempting to select all of the most powerful characters in the game, such a strategy will leave you with very few points to spend on your cheaper members.

CAMPAIGN BONUSES

Although you can select extra wargear for your Fellowship, one of the most rewarding parts of playing in any campaign is to see your forces change and grow. This is especially true of this campaign in which you gain bonuses as the characters did in the books and films. For example, if the Fellowship reaches Lothlorien, everyone will be given Elven Cloaks. If Gandalf survives Khazad-dûm, he will never become Gandalf the White but will receive an Elven Cloak like the other members of the Fellowship.

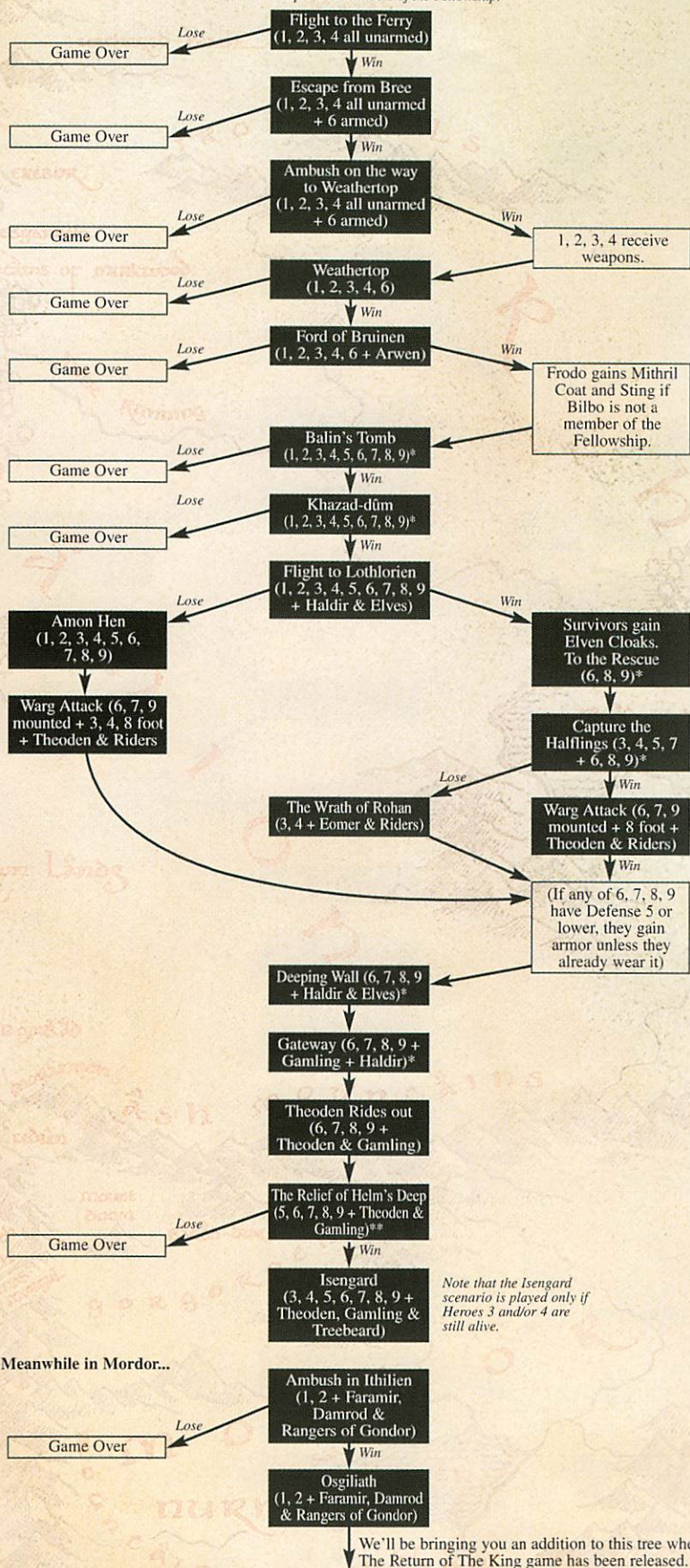
CAMPAIGN TREE KEY

*No Might, Will, Fate, or Wounds are replenished after this scenario.

**If Gandalf the Grey dies at Khazad-dûm, he will return at the Relief of Helm's Deep as Gandalf the White.

CAMPAIGN TREE: FRODO BAGGINS OR BILBO BAGGINS

Numbers correspond to members of the Fellowship.

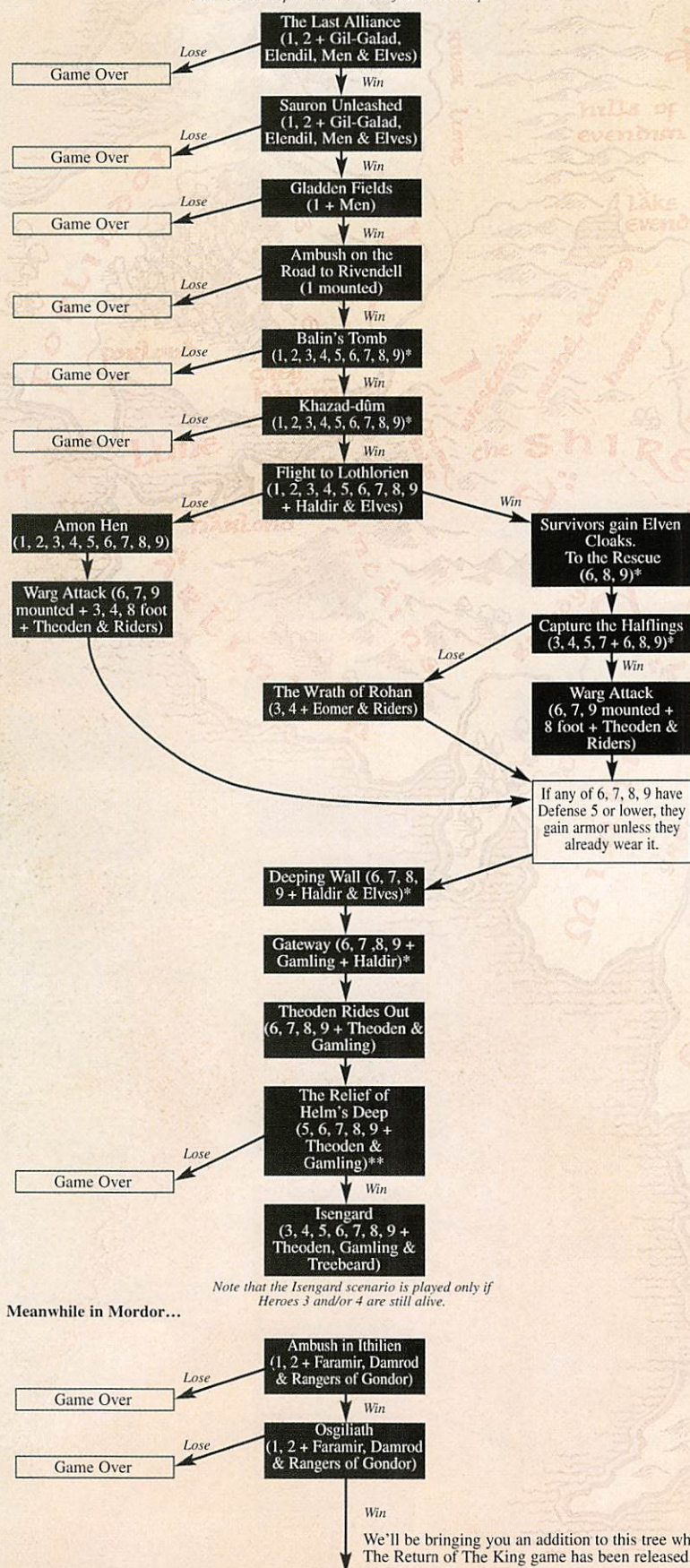


Note that the Isengard scenario is played only if Heroes 3 and/or 4 are still alive.

Meanwhile in Mordor...

CAMPAIGN TREE: ISILDUR

Numbers correspond to members of the Fellowship.



Meanwhile in Mordor...

Note that the Isengard scenario is played only if Heroes 3 and/or 4 are still alive.

TACTICS

Don't be afraid to run away. Many of the scenarios in The Lord of The Rings involve the members of the Fellowship running for their lives. In a one-off game, you can afford to lose one or two characters and still triumph. In a campaign, however, the same two casualties can spell disaster on your quest. This fact adds to the sense of impending doom that stalks the Fellowship throughout. After all, losing Boromir in Balin's Tomb may not seem too bad. However, by the time you get to Amon Hen, you may well feel the pinch when no one is left to guard the Hobbits. Remember the scenario victory conditions at all times, and don't get distracted by unnecessary combats and enemies.

Don't go overboard on wargear. While tooling up your characters initially may seem to give you the edge in early games, you will quickly find yourself at a disadvantage compared with someone playing with an under-equipped Fellowship. The points limit for the Fellowship is based upon the nine members carrying no extra wargear. Thus, if you trick out a few of your characters, others will suffer.

Protect the Ringbearer and companion. These two characters are the most important of all as they determine whether your quest triumphs or fails. After all, if the companion dies early on, you will find getting the Ringbearer (even Isildur) all the way to Mordor very difficult.



FANTASY FELLOWSHIP ROSTER SHEET

No.	Original Member	Replacement	Stat Line	Equipment
1	Frodo Baggins	Frodo Baggins	F:3 S:2 D:3 A:1 W:2 C:6 M:3 W:3 F:3	
2	Samwise Gamgee	Samwise Gamgee	F:3 S:2 D:3 A:1 W:2 C:5 M:1 W:1 F:2	
3	Merry	Merry	F:3 S:2 D:3 A:1 W:1 C:4 M:0 W:0 F:1	
4	Pippin	Pippin	F:3 S:2 D:3 A:1 W:1 C:4 M:0 W:0 F:1	
5	Gandalf the Grey	Saruman the White	F:5 S:4 D:5 A:1 W:3 C:7 M:3 W:6 F:3	
6	Aragorn	Gandalf the Grey	F:5 S:4 D:5 A:1 W:3 C:7 M:3 W:6 F:3	
7	Boromir	Boromir	F:6 S:4 D:6 A:3 W:3 C:6 M:6 W:1 F:0	
8	Gimli	Haldir	F:6:3+ S:4 D:4 W:2 C:5 M:3 W:1 F:1	Elven Bow, Armor
9	Legolas	Legolas	F:6:3+ S:4 D:4 W:2 C:5 M:3 W:2 F:2	

Total Points spent: 660

Play in character. Don't try to do anything that the Fellowship wouldn't do. After all, the Fellowship didn't stand around fighting the Balrog in Moria, and neither should you.

The Fellowship here was chosen with the idea of what would have happened if Saruman had never found the Palantir, and instead Radagast the Brown took up residence in Orthanc. Therefore, Gandalf would not have sent Aragorn to meet Frodo in Bree and would have gone himself. Saruman would not have been corrupted by Sauron and would have met up with the Fellowship in Rivendell. This Fellowship list also assumes that Haldir of Lothlorien chose to go to Mordor, whereas Gimli chose to return to the Dwarves instead.



Working on the *Shadow & Flame* supplement for The Lord of The Rings game inspired Mark Jones, the Studio's scenery builder, to create a striking Moria table. As you can imagine, it's an elaborate scene with large-scale structures, remains of mining equipment, and a great staircase.

While such a fantastic table makes for some great photography, what most of us really want is a practical gaming table – a table that is flexible enough to accommodate any of the Moria scenarios and reasonably easy to build and set up.

The most distinctive features of Mark's table and the mines themselves are the pillars. On a gaming table, you only need a handful of these pillars along with a few other bits and pieces to create a Moria battle scene. The pillars themselves are relatively easy to make, and the other pieces might already be in your collection or can be easily made from the leftovers of pillar construction.

This article will show you how to build your own pillars and use them to create a table for battling in the Mines of Moria.

Materials Needed

- Thin foam board (10 mm)
- Thick polystyrene
- Sheet of card
- Ready-mixed polyfilla
- Toothpicks
- Textured paint

Tools Required

- Modeling knife
- Steel ruler
- White glue
- Templates

THE TEMPLATES

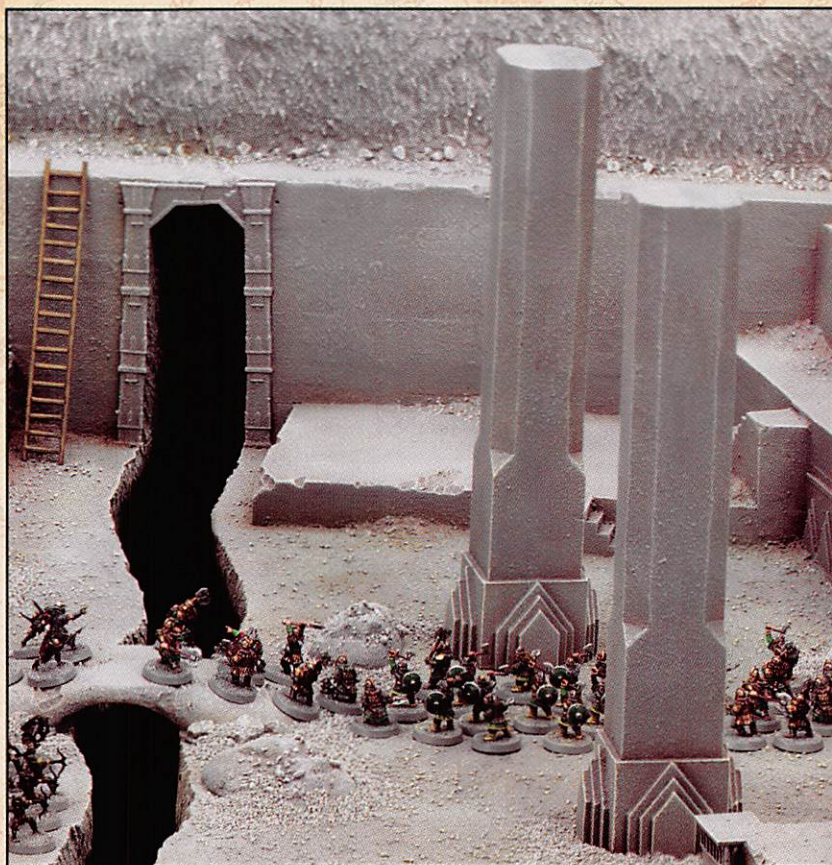
After the dimensions of the pillars were carefully calculated, a set of templates for all of the sections were drawn onto a piece of paper. A copy of the templates can be downloaded from:

www.games-workshop.com/lotr/moriapillars

Photocopy the paper templates at double their current size, and glue them onto some scrap foam board or stiff card. By creating templates in this way instead of just gluing the templates directly to the parts and

MODELING PILLARS OF MORIA

Making Terrain from the Dwarf Hold of Moria

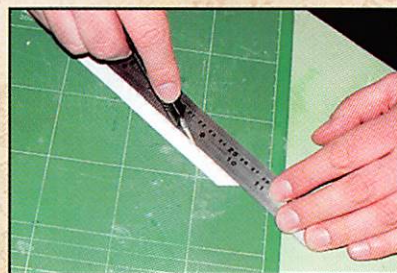


The Studio's Moria gaming table complete with pillars

cutting them out, you can make as many pillars as you want to without having to spend a lot of time making templates. The card backing on the templates will make the templates tougher and will make them easier to trace.

It's as easy to make several pillars as it is to make just one. By doing a few at once (between four and six is a good number), you make the job even more straightforward.

After gluing the templates to the card, carefully cut them out. Make sure to cut away from yourself to avoid accidents. Score the corner and beveled edge templates down their center lines with the back of your modeling knife.

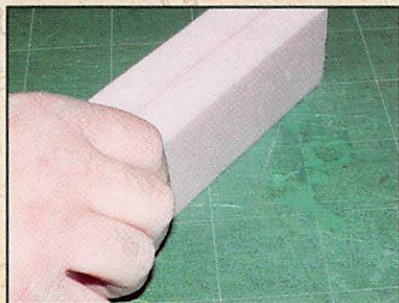
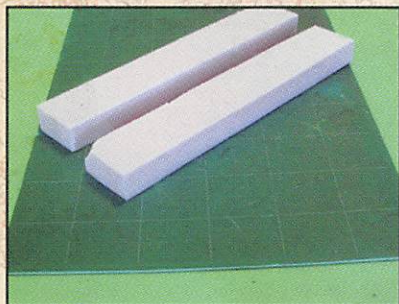


THE COLUMN

Mark out two column strips on the polystyrene, 5 cm wide and 30 cm long. Once combined, these two strips will form a single column, 5 cm square. Once you're finished marking out the columns, cut them out of the sheet with a modeling

knife. Cutting will leave a slightly ragged edge on the columns, which is not a problem, as any dents or rough bits will be taken off when you start the sanding and filling later. Once the column strips have been cut out, it's time to stick the two halves together. Before you glue the two column strips together, insert three shortened toothpicks into one of the strips. The toothpicks will help hold the two strips in the correct position until the glue is dry.

Before you start gluing, take a look at the two strips you cut out. On both of the strips, one end will be a little bit more damaged than the other. Place the most damaged ends of both strips together. When the base of the pillar is complete, the damage will be covered, making the filling of the rest of the column a little bit easier.



Place the beveled edge template at the top of the column and mark out the design on each edge of the pillar.

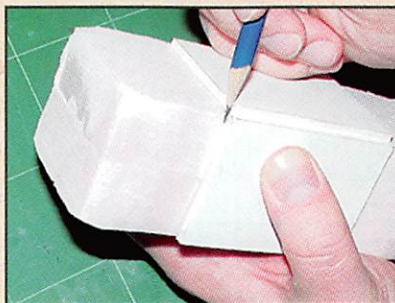
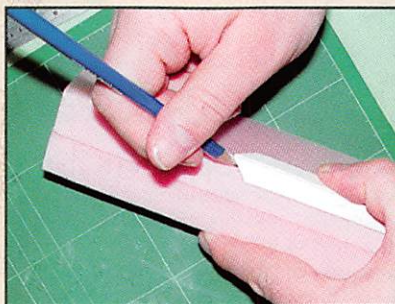
Marking the Beveled Edge

Before you start cutting out the beveled edges, it is a good idea to finish all the marks on the column. Mark a point on one corner of the column, 26 cm from the top. This point marks the place where the base of the pillar will be.

To draw the line evenly around the column, first place the corner template at your mark.

Then, using the template, mark the line on the first two faces of the column.

Finally, place the template on the other side of the column level with the previous line, and mark the other two faces.



Cutting the Column

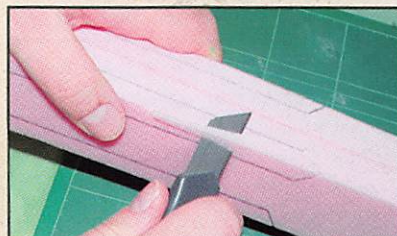
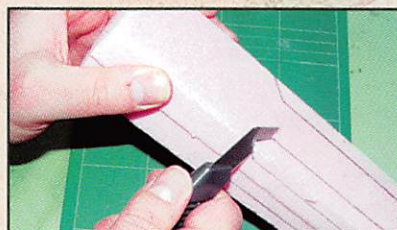
After all marks are complete, it's time to start cutting. First of all, cut into each of the points of the beveled edges to prevent you from cutting too far into the pillar when you are cutting out the corners.

Cutting into the Points of the Beveled Edges

Once you've cut the points, begin to shave the beveled edges down to the marked lines with the knife, always making sure the knife is moving away from your body. To keep the line straight, make sure to cut inside the marked lines, rather than on the lines.

Cutting out the Beveled Edges

Once the cutting is complete, sand the column to remove ridges and ragged edges.



Cut the corners of your columns with a knife rather than a wire cutter, because it's much easier to cut a straight, clean line with a knife.



The Fellowship makes haste through the Mines of Moria!

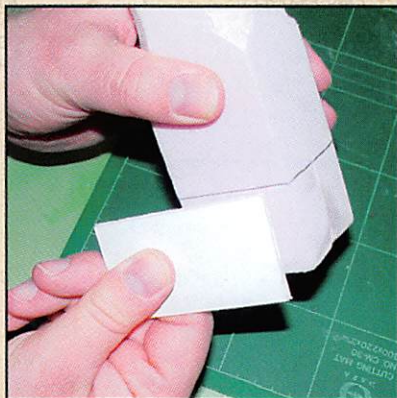
MAKING THE BASE

Use the base square template to mark out four base squares. Cut them out of a sheet of foamboard with your knife. Take the first of the squares and line it up with the line you drew earlier and one edge of the column.

Gluing the First Part of the Base

Note that the edge of the square should be level with the adjacent side of the column.

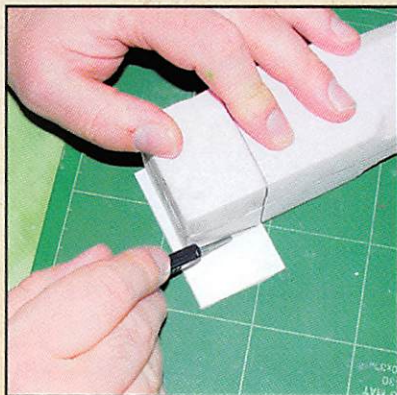
When you have the square glued into place, cut it back to match the width of the column.



As you complete this step, you will notice that the base square is about an inch too wide for the column and a little bit too long as well. The reason for this oversizing is that the polystyrene is rarely exactly the right width. The square projects slightly below the column to give it a more even base. The width of the square enables you to position the square and then cut it to size more easily.

Cutting the Square to Match Column Width

Position the next square in contact with the first. Make sure the squares form a continuous collar around the base.

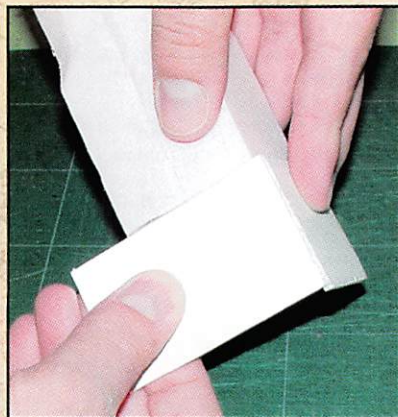


Gluing the Second Square

Note that the edge of the new square is level with the face of the first square.

As before, once the square has been glued in place, cut the square to the width of the column.

Repeat this process with each of the squares, one at a time, until all of the squares are in place. When finished, the pillar should be able to stand up without wobbling (too much).

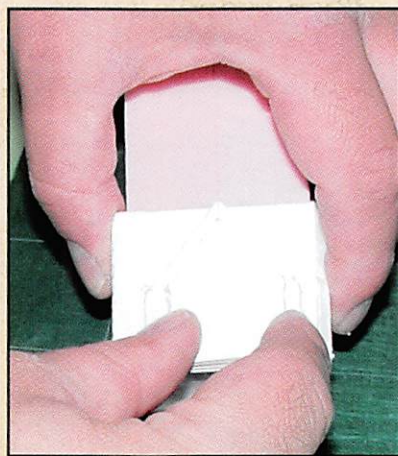


THE BASE DECORATIONS

As with the base squares, mark out four sets of each of the triangular decorations on a sheet of foamboard and cut them out with your knife. Start with the largest of the decorations, and glue it to the middle of the base square, with the bottom of the decoration level with the bottom of the base.

Gluing the Base Decorations in Place

Next, start on the next largest size until all of the decorations are in place.



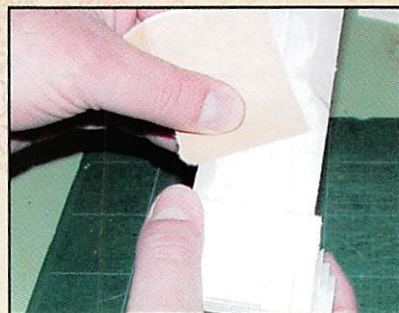
Final Preparations

Once all of the decorations are in place, use the polyfilla to fill in any gaps or dents in the pillar. When the gaps have been filled, make sure to smooth the surfaces of the pillar with a piece of card.

PAINTING THE PILLAR

When the polyfilla is dry, paint the entire pillar with textured paint. It's a good idea to use a color of paint that stands out from the material the pillar is made of, so that you can easily see any parts of the pillar you miss. The paint will also seal the model. Thus, when the pillar is sprayed, the polystyrene will not melt. Once the textured paint is dry, undercoat it with Chaos Black spray.

Once the undercoat is dry, paint the entire pillar with Codex Grey paint, mixed with a very small amount of Bestial Brown. The Bestial Brown adds a degree of warmth and natural coloring to the rock of the pillars. This mix will provide a basecoat for the pillar.



Shading the Pillar

With the basecoat in place, it's time to start adding some shade. Mix equal parts Bestial Brown and Scorched Brown. Water down the mixture, so that the paint will be able to flow into the corners of the pillar. Paint this mix in areas of the model that require shading or depth. Don't worry about the messy appearance of the pillar for now. The next coat of paint will tidy it up.

Adding the First Layer of Codex Grey

Once the shading is in place, begin the first highlighting coat by drybrushing Codex Grey onto the pillar. To get the correct effect of stonework, use very little paint, but apply the paint very thoroughly. Don't be afraid to cover the shading. Most of it will still show through the drybrushing.



Painting the Second Layer

For the second layer of highlighting, add some Rotting Flesh to the Codex Grey. Apply the new layer in a similar way, but pay more attention to the base of the pillar and the area of the pillar just above the base.

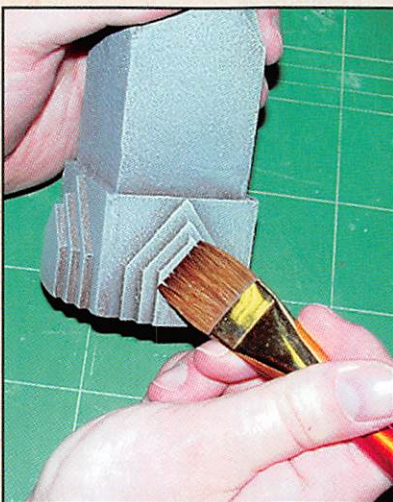
Defining the Edges

Taking a smaller brush with pure Rotting Flesh paint, begin defining the details of the pillar more clearly. Pay special attention to the base and its decorations, the edging, both of the corners, and the pillar itself. To give the impression of the top of the pillar disappearing into the shadows above, avoid painting the precise detailing on the top of the pillar.

Finally, use the smaller brush to apply some final touches of Skull White. The white here, along with the brown shading,



will help prevent the pillar from taking on a flat grey color or a greenish appearance from the Rotting Flesh. Concentrate the final highlights on the base and the very bottom edges of the corners. Don't be afraid to go back to the grey stage if the lighter stages are not turning out to your liking.



ADDITIONAL SCENERY PIECES

Once you've built as many pillars as you think you'll need, you can turn your attention to the extra pieces of terrain that will bring your games to life. Piles of rubble and debris are easy to make. Take some pebbles (make sure they aren't too smooth) or spare chunks of polystyrene and glue them to a base. Use the same textured paint from the pillars to seal the rubble, and then glue additional sand or bits of debris to the base. When the glue hardens, spray the rubble with Chaos Black and then paint the piece in the same way you did the pillars.

The same painting process can also be applied to the plastic scenery from The Lord of The Rings game box. The plastic pieces can also be mounted on bases and surrounded by debris for extra realism if you wish.

By combining these pieces of scenery with a grey cloth or a grey-painted gaming board, you have all that you need to create evocative battle scenes for The Lord of The Rings game.



Dwarf King Balin among the debris



The Dwarves and Goblins clash in the Mines of Moria

FELL BEAST MASTERCLASS

Sauron sends his Ringwraith minions on the wings of the fearsome Fell Beasts to snatch the Ring from Frodo. Tammy Haye takes a look at how the 'Eavy Metal team went about painting this new model.

ASSEMBLING THE MODEL

The arms and tail of the Fell Beast were pinned, and any gaps were filled with green stuff. The Ringwraith was assembled separately and glued to a flying stand for easier access when painting. Both models were then undercoated with Chaos Black.

PAINTING THE MODEL

The skin, spines, and pinions of the Fell Beast were painted with a mix of equal amounts of Dwarf Flesh and Codex Grey with a little Chaos Black added. More Chaos Black was added to the mix to shade the model, and Bleached Bone was added to the original mix for the highlight. The neck and tail were given an additional highlight with even more Bleached Bone added to the original mix.

The Ringwraiths Return



The same mix was used for the underbelly with more Dwarf Flesh added. For the next two highlights, Bleached Bone was mixed in and dappled onto the skin. A final glaze of a watered-down Black Ink mixed with Brown Ink was applied.



The claws were painted with a 30/70 mix of Codex Grey and Chaos Black. More Codex Grey was then added to the mix, and lines converging towards the tips of the claws were painted on as

a highlight. These lines were then highlighted further with Codex Grey on its own and finally Fortress Grey.



FINISHING TOUCHES

The eyes were painted Chaos Black, and a little dot of Skull White was painted in the middle.



Bestial Brown was used as a basecoat for the teeth, which

were then highlighted with Bubonic Brown. Another highlight of Bleached Bone was added, followed by a final highlight of Skull White.



RINGWRAITH

The Ringwraith riding the Fell Beast was drybrushed with a mix of 30/70 Codex Grey and Chaos Black. The Ringwraith

was then highlighted after adding more Codex Grey to the mix and then highlighted again with Codex Grey on its own. A final highlight of Fortress Grey was applied before the whole miniature was given a wash of watered-down Black Ink.



Weathering was applied to the bottom of the robes by carefully drybrushing Bestial Brown around the edges.



The weapons and the armor of the Ringwraith were painted Boltgun Metal first, followed by a wash of Brown Ink mixed with equal parts Black Ink. These areas were then highlighted with Chainmail.



The mix used for the underbelly was also used to drybrush the wing membranes. These areas were highlighted further after adding Bleached Bone to the mix. A thin glaze of Black Ink mixed with Brown Ink and water was then applied on top.



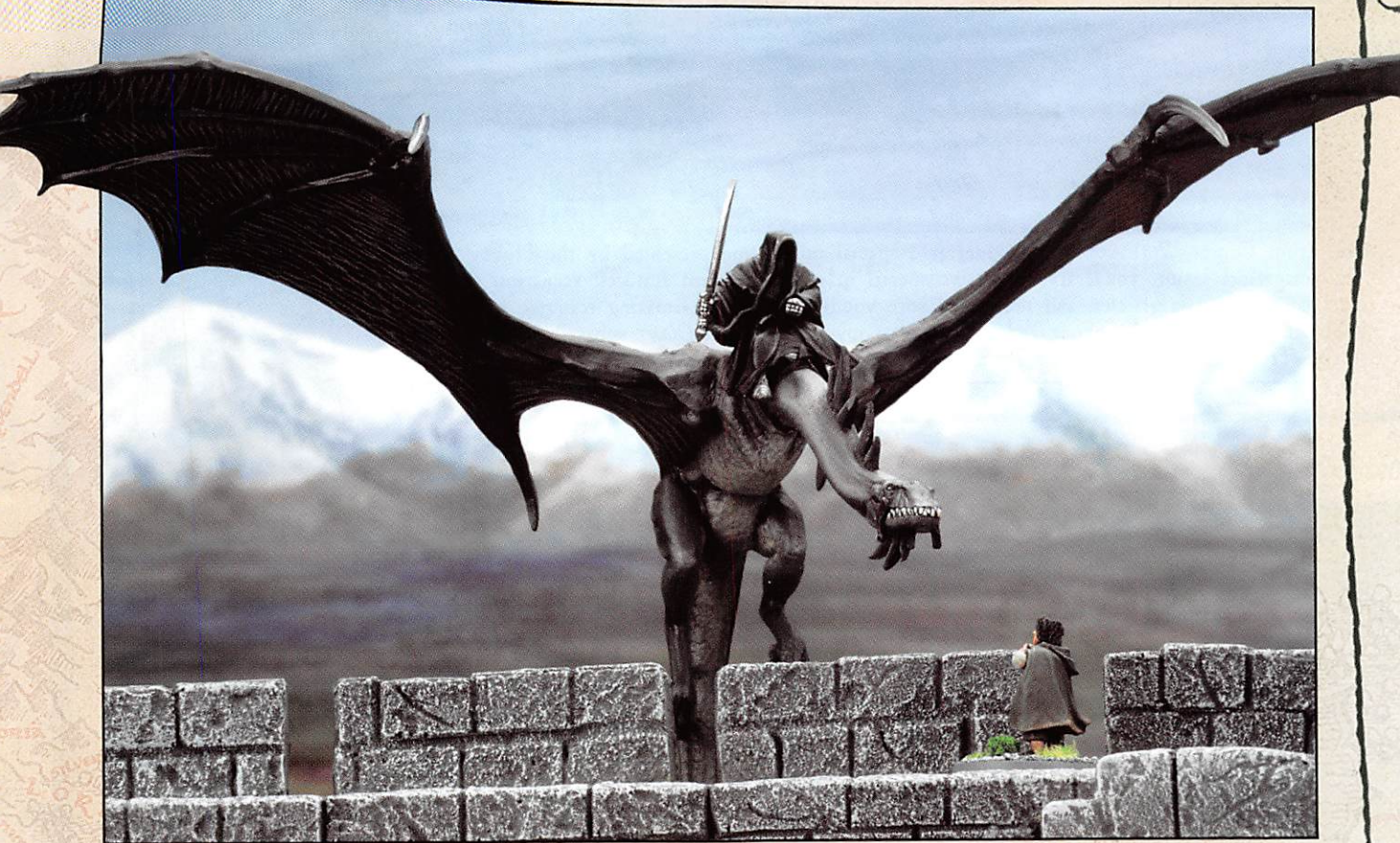
The saddle, the bit, and the straps were left black and highlighted with an equal parts mix of Chaos Black and Codex Grey. These areas were highlighted again with Codex Grey on its own and finally with Fortress Grey.



FINE DETAIL

The back of the saddle was painted with an equal parts mix of Dark Flesh and Chaos Black and then highlighted after adding Bleached Bone to the mix.

*Painted by
Kirsten Williams
and Seb Perbet.
Designed by
Michael Perry and
Alan Perry.*



The Ringwraith tries in desperation to halt Frodo's journey at Osgiliath.



Sand was glued on the base with white glue and, once dry, painted with Codex Grey. The sand was then drybrushed with Fortress Grey and finally with Skull White. Small tufts of static grass and flock were glued to the base with superglue.



FRODO

Frodo's trousers were given a basecoat of Chaos Black mixed in equal amounts with Scorched Brown. Increasing amounts of Bleached Bone were added to this mix for the next two highlights.



Graveyard Earth was used as a basecoat on the shirt, which was highlighted with Bleached Bone and

then Skull White. A thinned-down glaze of Black Ink mixed with equal parts Brown Ink was applied over the top of the shirt.



was drybrushed on the cloak to suggest dirty spots, which were highlighted by drybrushing again with Bleached Bone.



Dwarf Flesh. Dwarf Flesh was then used on its own, and finally a highlight of Dwarf Flesh mixed in equal amounts with Elf Flesh was applied.

The cloak was painted Chaos Black mixed with equal parts Dark Flesh and then highlighted with Dark Flesh. For the final highlight, Dark Flesh was mixed with a little Bleached Bone. Graveyard Earth



The hair was painted Chaos Black, and then a light drybrush of Scorched Brown was applied.



Chaos Black mixed with equal parts Dark Flesh was used to basecoat the vest, which was then highlighted with Dark Flesh. The final highlight was Dark Flesh with a little Bleached Bone added in.



Finally, the buttons were painted with Mithril Silver, and the Ring with Shining Gold. The base was finished the same way as that of the Fell Beast.



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