

the wild hills, venturing into towns and villages only when he sought news of Châric's whereabouts.

Few details are known to me of Maethor's search, and I believe that he himself lost track of the passing days and weeks. As I understand it, eventually his winding trail led him further eastward until, at last, it crossed Harad's border with Khand. It was here, on the edge of the wainland as the passing year grew old, that Maethor finally confronted his quarry. It might seem strange that Châric was traveling so far from home with few companions, but I understand that he had himself been banished at the command of a newly ascendant Chieftain by the name of Suladân. In an effort to regain prestige, Châric had led his followers on a series of disastrous raids in the borderlands and now had scarcely a dozen wounded and exhausted men at his side. The sky had deepened into velvet night before Maethor sprung his ambush. In the moonlit gloom, his aim was true, for his arrows struck down several of his foes before they had time to react. Using the poor light as his shield, Maethor crept from tree to rock and picked each target with deadly skill. By the time another two of Châric's companions had fallen, those who remained turned and fled into the night. Châric stood alone, cursing the night and hurling coarse insults and challenges at the man who refused to fight him face to face.

"Feeble coward! Slay me with arrows if you must. I shall go happily to my death knowing my killer has not the resolve for a fairer contest."

— Môrvar Châric, Chieftain of Harad

It was then that Maethor set aside his bow and met Châric in a contest of blades that tested both men to their limits. Châric was a huge man as strong as an ox and a veteran of many battles and campaigns, while Maethor was younger and driven by his desire for revenge. As the fight drew on, Maethor was breathing heavily, having taken the other's measure but unable to pierce his guard. Châric sensed his foe was nearing defeat and, mustering all his strength, savagely cut at Maethor's blade. With a dull chime, the young warrior's sword shattered, leaving Maethor with less than a foot of jagged steel with which to defend himself. However, the impact threw Châric off-balance, and his defenses were left open. Grasping this opportunity, Maethor thrust forward, and the broken remnants of his sword pierced Châric's heart.

So it was that Baranir was avenged, and Maethor's spirit came to be at peace. With his goal achieved, Maethor set out for Gondor and, some months later, stood once more at Harnen Vale. It was there that he met again with Boromir, who was riding southward with a mere two dozen knights to disrupt the mustering of Harad's Great Army. The Steward's son was overjoyed that the younger man still lived, for Maethor had long been thought dead by the Steward's court. Boromir bade Maethor join him, and together they rode southward.

Three nights later, they crossed the Harnen and came to Kârnaval, where the Great Army

Though Maethor does not exist as a "named" Hero in the The Lord of The Rings game, he can be fielded in any number of scenarios involving the defense of Gondor. He is a perfect example of an "unnamed" Hero, whose actions are not insignificant but not on the same scale as those of, say, Boromir or Aragorn. If you want to represent Maethor in your games, you can do so in several ways.

CITADEL GUARD (MAN)

Points Value: 8

	F	S	D	A	W	C
Citadel Guard	4/4+	3	5	1	1	3

In the early years of his service to Gondor, Maethor joined the ranks of the Citadel Guard.



RANGER OF THE NORTH (MAN)

Points Value: 25

	F	S	D	A	W	C
Ranger of the North	4/3+	4	5	1	1	5

Maethor can be represented as a Ranger of the North as he travels across Harad and rides with Boromir against the Great Army of Harad.

Might: 2
Will: 1
Fate: 1

CAPTAIN OF MEN

Points Value: 40

	F	S	D	A	W	C
Captain of Men	4/4+	4	4	2	2	4

You can use a Captain of Minas Tirith to represent Maethor at the time of The War of The Ring, when he takes command of a border garrison. He appears as such in *The Battle of Pelennor Fields*.

Might: 2
Will: 1
Fate: 1



lay encamped. On that moonless night, they rode like avenging demons, their horses straining with effort as they galloped deep into the encampment. Like a hot wind, they rode through the enemy sentries, who were not expecting an attack by so few, so deep in their own territory. Addled by sleep and liquor, the Haradrim and their mercenary allies were slow to react. As the camp stirred around the attackers, the bravest of the Haradrim warriors assailed Boromir and his companions but could not prevail in the face of the northmen's furious valor. For each knight pulled from his saddle, a score of Haradrim were cut down, and all the while, food wagons and tents were set ablaze. Only when the supplies were burned, the horses scattered, and the boldest Haradrim slain, did Boromir call the retreat. The Steward's son

and Maethor cut through the press of men to safety. Though fully two-thirds of Boromir's companions had fallen in battle and none who returned to Gondor did so unwounded, the Great Army was in chaos. I understand that in the days that followed, a great famine fell upon the camp for what little food that had escaped the flames could not sustain the army for long. Many of the Haradrim tribesmen abandoned the camp, while those that remained starved to death. Maethor and Boromir returned to Minas Tirith, where Denethor gave them a great welcome. A few days later, Maethor left to assume command of the garrison guarding the border with Harad, where his duties have bound him ever since, but I believe that he and Boromir remained fast friends for many years.

Continuing on from this month's Chronicles of Middle-earth, Mat Ward provides a scenario for re-creating Maethor's epic pursuit of the Haradrim Chieftain Châric.

DESCRIPTION

Maethor has tracked his quarry, a Haradrim Chieftain named Châric, for several months. Hoping to avenge the death of his father, the young warrior of Gondor has not turned from his task, no matter the obstacles he has faced. After a long and grueling journey in a hostile and foreign kingdom, he finally picks up a trace of his foe. Châric's warband has faded to a fraction of its former strength after a series of fruitless raids, making Maethor's task merely difficult, rather than impossible. Among the hills of western Khand, Châric's fate is set to play out. Hiding in the rocks and trees stalks a silent shadow who has but a single goal. Before Châric and his followers can react, Maethor's arrows have claimed the lives of several Haradrim, and in the darkness, the advantage of superior numbers has become all the more tenuous.

PARTICIPANTS

Good

Maethor (Ranger of the North on foot)

Evil

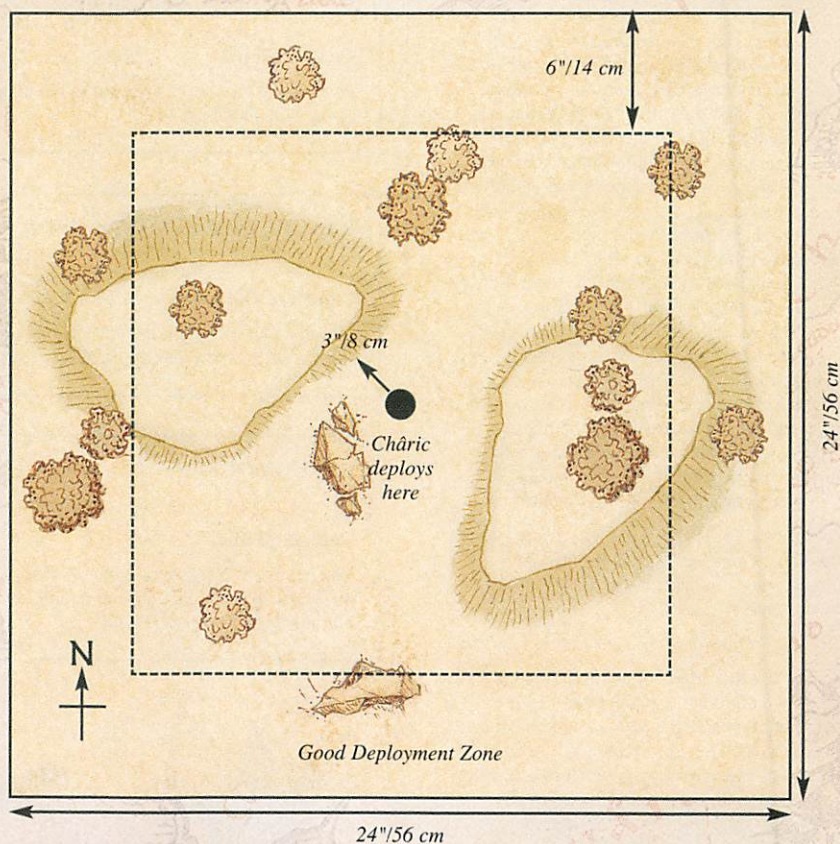
Môrvar Châric (Chieftain of Harad)

3 Haradrim Warriors with spears

3 Haradrim Warriors with bows

MAETHOR'S REVENGE

A Scenario for The Lord of The Rings by Mat Ward



Maethor attacks.



A silent shadow stalks the land.

POINTS MATCH

If you want to play this game with other forces, choose one Hero for the Good side and about three times as many points of Warriors and Heroes for the Evil side. The most expensive model on the Evil side takes the role of Mórvar Châric. No more than 33% of the Evil force may be Warriors with bows.

LAYOUT

This game is played on a board 24"/56 cm x 24"/56 cm. This scenario is set just within the Khandish border, among the rolling hills of that region. Accordingly, place as many hills as possible within the playing area. The board should also include the occasional rock or tree.

STARTING POSITIONS

The Evil player deploys Châric in the center and the Haradrim Warriors within 3"/8 cm of him. The Good player may then deploy Maethor within 6"/14 cm of any board edge.

OBJECTIVES

The Good side wins if there are no Evil models left on the board and Maethor is still alive. Any other result is an Evil victory.

SPECIAL RULES

Nightfall's Embrace. Though the moon shines down upon the combatants, the light is still poor enough to be a great inconvenience. Shooting attacks or magical powers may not be used unless the user is within 2D6"/4D6 cm of the target (roll each time a model wishes to shoot or use a magical power). In addition, models may not charge unless they are within 2D6"/4D6 cm of their target. Note that, as Maethor has silently stalked his foe and prepared himself for this ambush, the Good player may reroll one result each turn.

Tired, Weary, and Ambushed. Châric and his men are exhausted to the point of collapse. When Maethor springs his attack and several men fall to his arrows, their courage, already stretched, collapses. The Evil force starts the game broken, i.e., as though it had already lost 50% of its starting numbers.



BOROMIR'S CHARGE

Despite Boromir's weakness as a member of the Fellowship, his loyalty to Gondor is immeasurable. His bravery is epitomized by his charge into the heart of the Great Army of Harad.

DESCRIPTION

The Great Army of Harad is beginning to muster on the south bank of the Harnen river. Its intentions are plain – once it has sufficient numbers, it will march north on Gondor. The stone kingdom has little chance of deflecting such a blow. Gondor's armies are scattered to meet threats out of the east and the north. As such, its garrisons to the south are insufficient to block an army the size of the one that now gathers to destroy them. It is in this hour that Boromir, son of Gondor's Steward, steps to the fore. On his own authority, he gathers to him the bravest knights of Gondor and leads them on a seemingly suicidal charge into the Great Army's camp. Once there, he intends to destroy supplies and sow confusion in the ranks of the Haradrim.

PARTICIPANTS

Good

Boromir, Captain of the White Tower (does not carry the Banner of Minas Tirith)
Maethor (Ranger of the North)
3 Citadel Guards with spears
3 Citadel Guards with longbows
15 Knights of Minas Tirith
All Good models are on horseback. One Good Warrior may carry a banner.

Evil

Drôzhna (Hâsharin)
Khalemdâr (Hâsharin)
Mûrithir (Chieftain of Harad)
Ghân (Chieftain of Harad)
18 Haradrim Warriors with spears
18 Haradrim Warriors with bows
3 Haradrim Raiders with lances
3 Haradrim Raiders
12 loose mounts (horses)
Two Evil Warriors may carry banners.

LAYOUT

This game is played on a board 24"/56 cm x 24"/56 cm. The board should have eight Haradrim tents scattered on it to represent the heart of the Great Army's camp. A clear area (about 6"/14 cm wide) should be left in the middle of the board.

STARTING POSITIONS

The Evil player first of all deploys his loose mounts within 6"/14 cm of the center of the board. The Good player then deploys his force in the Good Deployment Zone (see map). The Evil player may then deploy two Haradrim Warriors (of his choice) in base contact with each of the tents. The remainder of the Haradrim are kept in reserve and will be available later in the game.

POINTS MATCH

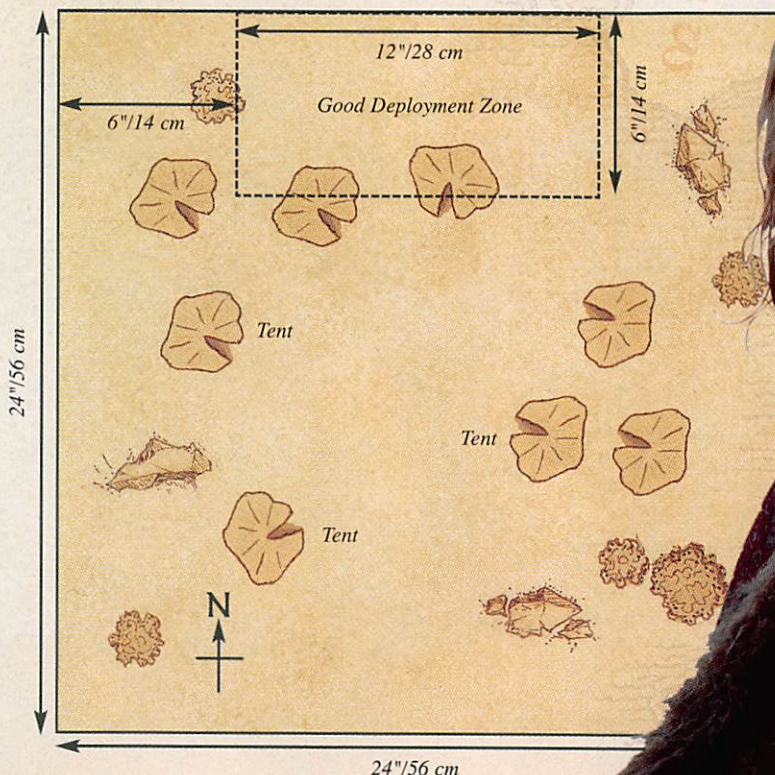
If you want to play this game with other forces, choose 500 points of troops for the Good side and about half as many again for the Evil side. The most expensive model on the Good side takes the role of Boromir, while the most expensive model on the Evil side takes the role of Drôzhna. No more than 33% of either force may be spent on warriors with bows.

OBJECTIVES

The Good side wins if Boromir and his followers manage to kill all of the horses or drive them from the table (see below) and at least 25% of the Good models (including Boromir) escape the board from the northern table edge. The Evil player wins if the Good player fails to meet his objectives and Drôzhna is still alive. Any other result is a draw.

SPECIAL RULES

Sound the Alarm! As Boromir's force arrives, the Haradrim are slow to sound the alarm, giving him time to strike deep into the camp. From the start of each of his Move Phases after the 1st, the Evil player may roll a D6. On a roll of a 4+, the Evil models that were not deployed at the start of the game may move onto the





The Knights of Gondor sweep away all before them.

board from any edge. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

The Heart of the Foe. The Great Army is almost numberless, and as the fight continues, more Warriors rush to the battle. At the end of the Evil player's 4th Move Phase and at the

end of every 4th Move Phase thereafter, he may replace any Warriors that were removed as casualties earlier in the game by moving them onto the table from any board edge. Newly arrived models may not charge on the turn they arrive but may otherwise act normally. Heroes do not return to play in this way.

Scatter the Horses! The horses are skittish and easily panicked. At the start of each of the Evil player's Move Phases, each unmounted horse must take a Courage test or retreat. Good and Evil warriors may attempt to mount the horses as normal if they wish.

The fortified city of Dol Amroth is the second most powerful city in the realm of Gondor. Though other cities would struggle to survive when faced with an attack by the Corsairs of Umbar, the people of Dol Amroth are rugged and enduring.

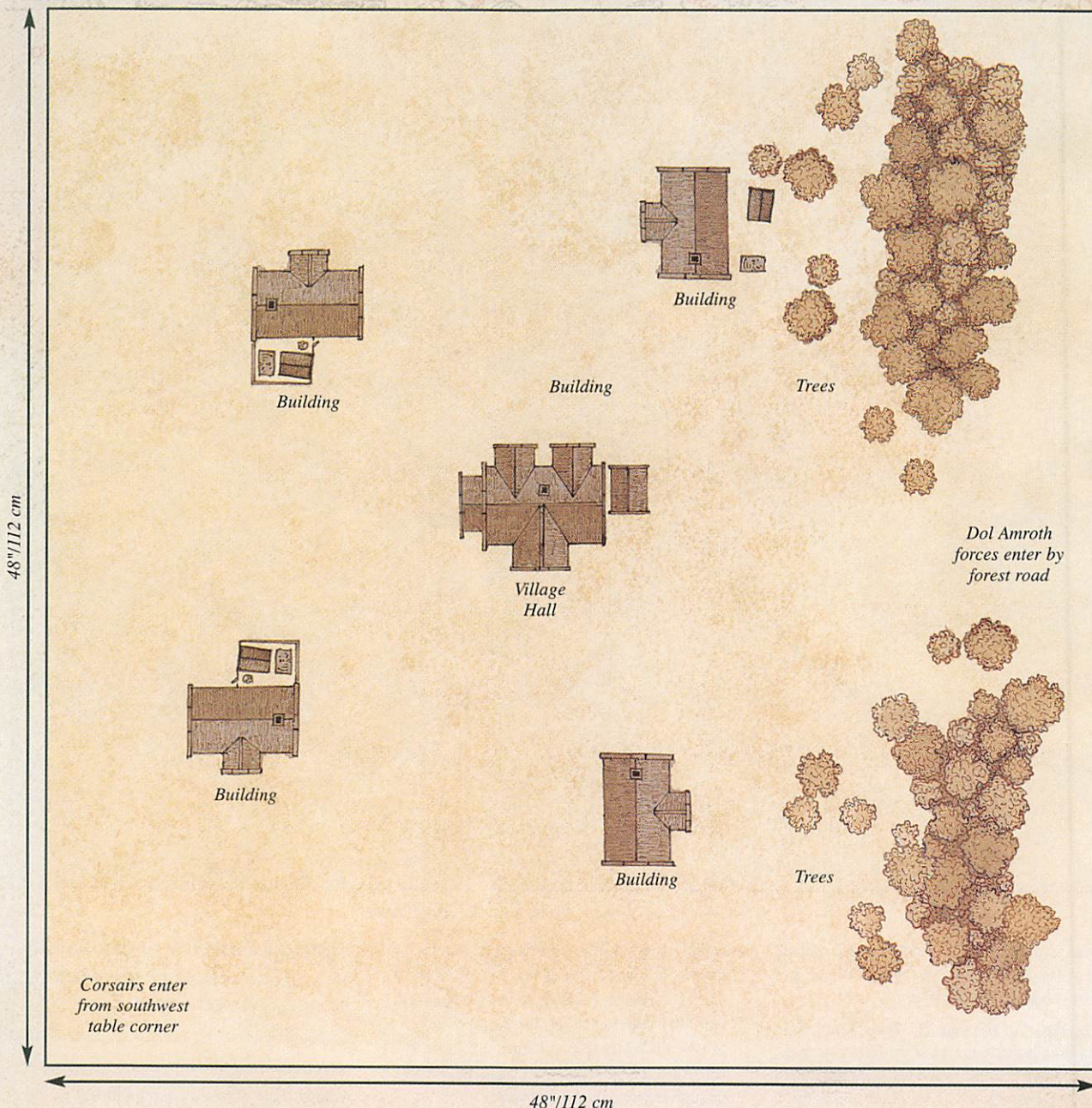
Dol Amroth is a fortified coastal city and can hold strong against all but the most powerful of assaults. The city is seldom the victim of attacks itself. However, the surrounding towns and villages of the fiefdom are not always so fortunate.

THE SALVATION OF IMRATH

Part One in a New Series of Scenarios by Adam Troke

To protect them and to provide aid in crises, garrisons have been established along the coastline. The soldiers vigilantly watch the Bay of Belfalas for signs of danger and for the telltale smoke from one of the many beacon fires that the coastal communities use to signal for aid.

Imrath is one such village, lying some 50 miles to the east of Dol Amroth itself and sitting in a dry riverbed. Prosperous and peaceful, Imrath gains its generous wealth through trading with other nearby towns and of course plentiful fishing. In Imrath the Corsair Raiders see an easy target and rich



pickings, and so with courage born of arrogance, the Corsairs, indifferent to all risks, launch their raid in broad daylight. While the men-folk, brave and strong enough to defend their homes, light the beacon fires and ready themselves to meet their foe, the villagers of Imrath seek refuge in the woods as they see the black sails of the Raiders draw close. The villagers hope that aid will not be too long in coming.

Only a couple of miles away is one of Dol Amroth's garrisons, captained by Môrathol. Seeing the smoke from the beacon fires and races to the aid of the beleaguered village

PARTICIPANTS

Good

Môrathol (Captain of Men on horse with heavy armor and shield)

3 Warriors of Minas Tirith with shields

3 Warriors of Minas Tirith with bows

3 Knights of Dol Amroth with lances and on horseback

6 Knights of Dol Amroth on foot

Evil

Andacar – Corsair Captain (Easterling Captain)

6 Corsair Guards (Easterlings with shields)

6 Corsairs with spears (Haradrim Warriors with spears)

6 Corsairs with bows (Haradrim Warriors with bows)

LAYOUT

Set up a 48"/112 cm x 48"/112 cm board. This board represents the coastal village of Imrath, and should have a number of houses and other scenery pieces, such as a beacon fire, carts, a well, wooden fences, or other suitable village terrain. One of the houses should be placed in the center of the board to



The Corsairs attack.

represent the village hall where the defenders are making their stand. Five Plunder counters (players could use anything to represent these Plunder markers, from buttons or beads to colored dice or specially crafted counters) should be placed touching the village hall. The eastern table edge should be heavily wooded, with a clear pathway through the trees to the village in the center (see map).

STARTING POSITIONS

The Good player deploys the Warriors of Gondor within 6"/14 cm of the village hall. The Knights of Dol Amroth do not start the game on the table, although they may become available later in the game. The Evil player deploys all of his models within 6"/14 cm of the southwest board corner.

POINTS MATCH

If you want to play this scenario with alternate forces, the Evil player should select 150 points worth of models including at least one Hero. The Good player may select 200 points worth of models, including one Hero. Up to 50 points worth of Warriors take the role of the Warriors of Gondor. The remainder and the Hero replace Môrathol and the Knights of Dol Amroth. Neither side should have more than 33% of its models armed with bows.

OBJECTIVES

The Corsairs are hoping to make a quick, decisive raid with plunder and violence in mind. For the Evil side to win it must successfully carry three Plunder markers off the table within 3"/8 cm of the southwest board corner or kill all the Good models. If the Evil force is reduced to 25% of its starting number before it can do so, the Good force wins.

SPECIAL RULES

Plunder. A Corsair may drag a single Plunder marker by moving into base contact. Once a Corsair is in base contact with the marker, it may complete its move normally and drag the marker alongside. A Corsair dragging a Plunder marker will automatically release it if engaged in combat.

Amroth for Gondor. The Knights of Dol Amroth have seen the signal fire and are racing to relieve their allies from whatever befalls them. At the end of the Good Movement Phase on the 4th turn, roll a D6 to see if the Knights of Dol Amroth are available. On a roll of 4+, Môrathol and the Knights of Dol Amroth may be moved onto the board via the forest road. If the Knights fail to arrive, roll again at the end of each successive Good Move Phase in the same way. Newly arrived models may not charge in the turn that they arrive but may otherwise act normally.

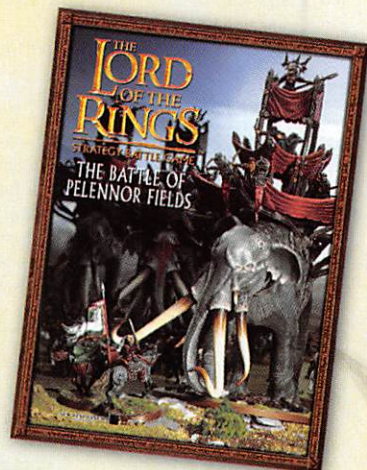


The Knights of Dol Amroth charge.



DON'T FORGET

The Lord of The Rings: The Battle of Pelennor Fields is loaded with great scenarios and modeling tips. Don't forget to visit your local Hobby Center to join the fun every Thursday night!



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THE BATTLE OF PELENNOR FIELDS

Without a doubt, the most spectacular scenes from New Line Cinema's *The Lord of The Rings: The Return of The King* took place on the Pelennor Fields before the very gates of Minas Tirith. The valiant charge of the Rohirrim has broken the forces of Mordor, but as the Orcs flee, the Riders of Rohan face a new foe – the mighty War Mûmakil of Harad!

Come to our U.S. Hobby Centers every Thursday night in October and build toward the mighty Mega-Battle of Pelennor Fields, which will be held on Thursday, October 28.

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Build and paint your Mûmakil! Our Hobby Center staff will assist you in constructing your massive Mûmak kit and will even help you add terrifying tusk weapons!

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Right: The makings of the cool slain Mûmak centerpiece for the Battle of Pelennor Fields mega-battle, cleverly converted by Jason Buyaki

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The reigns of lords and kings shift like the breeze, but we Hâsharii are unchanging and inevitable.

—Kharid Drôzhna

Well, the tale has finally come to an end, at least as far as this series is concerned. In this last installment of A Tale of Good & Evil, Steve and Adi take a look at how they will finish off the forces they've been working on for the past year and speculate about future hobby projects.

A TALE OF GOOD & EVIL



A FEW ADDITIONS

by Steve Cumiskey

My Rohan forces are growing nicely. With a few more Riders, I'll be in a position to field them as an army in their own right, which is something I'll be tinkering with in the next few months. Of course, with only a few additions, my original force is about as big as I want it to get for the moment. I've been thinking about adding a few Avenger Bolt Throwers to my siege arsenal for some time. It also seems like a suitably dramatic moment to put Aragorn the King at the head of my combined army.

THE FUTURE IS EVIL

So what's next? It's always handy to have an Evil force as well as a Good one. It gives you the freedom to play against anybody you want without having to grin painfully while trying to ignore the absurdity of two Gimlis beating each other to a pulp.

With that embarrassing image in mind, I think it's time for me to look into doing a modest Evil force. After thinking about it for a while, I've settled on doing a force made up of the Uruk-hai trackers that Saruman sent after the Fellowship, and the Orcs that met up with them afterward. The idea is to use the metal Uruk-hai as the trackers, led by Lurtz, and plastic Mordor Orcs, led by Grishnakh. I've decided to start with Lurtz just to establish a color scheme that I like and then slowly build up the force over the next few months until they're ready to take to the field.



Aragorn the King leads the Knights of Gondor.



Theoden leads the the charge of the Rohirrim.

GOOD & EVIL CHARACTERS

by Adrian Wood

As I look at the results of my endeavors over the last year, I can only think about all the new ideas I might try in the future. I'd like to go all the way back to Bilbo's Hobbit hole and start to build up all the character models from *The Fellowship of The Ring* in the order in which they appear in the film. I'd have to paint both Good and Evil and would spend as much time painting them as possible. After all, they are highly detailed character models.

I would imagine that a nice twist would be to try to model and paint each one in some way that identifies it with its surroundings and its part in the storyline. For instance, I could model Bilbo's base so that it looked like the inside of his home, with a piece of carpet or the odd scroll or book absent-mindedly dropped on the floor. I could paint him in warm colors so it looks like he's indoors. Or what about the assault on Weathertop? One possibility would be to paint the models that take part in more muted colors to reflect the night attack.

I really want to paint Saruman and the entourage of Mordor Orcs who follow him around. One of them has a huge grin on his face; I always smile when I see him in *The Two Towers*. It would be nice to re-create him as well as Lurtz and his warband.

A CHANGE OF PACE

All this would require a real change of approach for me. Thus far, my experience of painting *The Lord of The Rings* miniatures has been to collect warbands of up to 12 models relatively quickly to use in games. I've done a lot of overbrushing and ink washes to get the painting effects I want. With this new project, I will need to slow down a lot and spend more time on individual pieces. I'll use techniques such as carefully applied layering to give a more satisfying and controlled look to the finished models.

So far it's been an exciting time, and I can see no limit to the amount of cool modeling projects I can try in the coming months.



The Witch-king and Gothmog are accompanied by their personal bodyguard.

