The Mines of Moria boxed set contains everything you need to start playing The Lord of The Rings and includes a set of Fellowship models. Adrian Wood explains how to paint the character models and uses Legolas as his example.

ou can play The Mines of Moria with the models straight out of the box, but there's nothing like gaming with fully painted miniatures. In fact, painting wargaming miniatures is a rewarding pastime in its own right. You may have already had a go at painting some Moria Goblins by following the instructions for painting these foul creatures in The Mines of Moria booklet. However, your Goblins are going to need some opponents to fight. Inevitably, your attention will turn to the Fellowship.



Legolas, a lethally accurate archer and a Wood Elf prince joins the members of the Fellowship to protect and guide Frodo Baggins on his quest to destroy The Ring in the fires of Mount Doom. Legolas makes for an ideal starting point as many of the techniques you'll learn in painting him can be applied to other models in the Fellowship.

BEFORE YOU START

Before applying any colors, undercoat your models with Chaos Black paint. A layer of paint or primer provides a much better surface than bare plastic. Once the undercoat is thoroughly dry, follow this step-by-step guide. Ensure that each stage is dry before moving onto the next.

It is also a good idea to make sure you have everything you need on the materials list before you start to paint. The paints and brush in the Mines of Moria Starter Paint Set provide a good starting point, but by adding a few colors, you can vary the looks of your miniatures more.

MATERIALS

Paintbrush Water Pot Tissues

PAINTS

Bestial Brown Boltgun Metal Bleached Bone Dark Angels Green Dwarf Flesh Shadow Grey



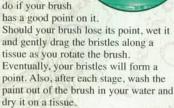
PAINTING LEGOLAS

Painting Legolas and Other Characters from The Mines of Moria Boxed Set

PAINTING TIPS

BRUSH CARE

The key to great looking models is to apply the paint neatly, which is much easier to



FRESH WATER

Change your water to get rid of the flecks of metal paint that have become deposited in the water or your other colors will get these flecks in them too!

DON'T PANIC!

Solid colors neatly applied look good on models. However, should the paint stray onto another color, don't worry once the paint is dry, simply apply another coat of the original color to cover your mistake.

STEADY HANDS

Half of the trick to good painting is holding the model steady. Bracing your elbows on the table and resting your hands together when painting will allow you to bring the model closer to your eyes while keeping your hands steady.

HOW MUCH PAINT?

You should only dip the bristles of your brush halfway into the paint. This way, you will prevent the paint from getting under the metal collar of the brush and damaging the bristles.

SLEEVES AND TROUSERS



Start painting Legolas's shirt sleeves and trousers by dipping your brush in the Shadow Grey paint, Make sure that you don't get too much paint on the bristles.



Next, apply an even coat of paint to the areas of cloth. If the finish looks streaky, wait for it to dry and apply another coat of paint to get a more solid color.

TUNIC



3 Paint the tunic Dark Angels Green. Apply an even coat as you did on the trousers.

BOOTS, GREAVES, AND QUIVER



4 Paint these areas with Bestial Brown paint. Apply an even coat over the boots and then move on to the greaves and quiver.



METAL



5 Paint the metal areas with Boltgun Metal. Dip your brush in the paint and apply an even coat, as before. Make sure to change your rinse water after

using metallic paint.

SKIN



6 Paint Legolas's skin with Dwarf Flesh. If the finish looks streaky, wait for it to dry and apply another coat of paint to get a more solid color.

HAIR



7 Paint his hair with Bleached Bone paint. In order to get a good coverage of Bleached Bone, don't be afraid to apply several coats of paint.

BASE





8 To finish off your model, paint the base with grey paint. To create the grey color, simply mix equal amounts of Chaos Black and Skull White together or use Codex Grey if you have it.