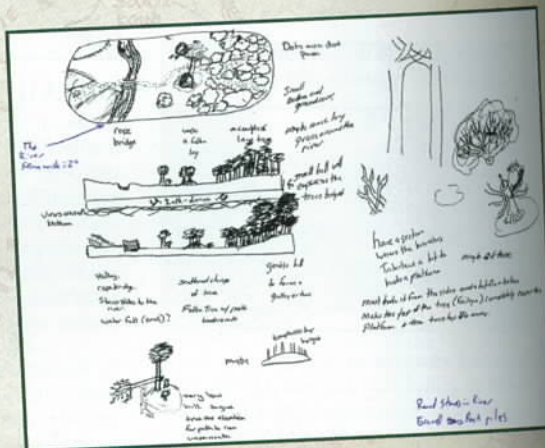


The making of a Lothlorien gaming table



This is Da Cunnin' Plan. When making a table with this much important detail, it's good to plan ahead!

With a little brainstorming (okay, more like a light drizzle...) we came up with Da Cunnin' Plan. It's always good to have a plan, especially when power tools and a bunch of Trolls are involved...



MOVABLE OR FIXED?

pewter trees, sprinkled some gravel at their bases, and covered the hardboard with a grass mat. Some foliage, a pot of paint and a brush later, and we had some movable terrain trees!



DEATH TO THE GOBLINS!

Part of this scenario revolves around a deadly ambush that Haldir springs upon the pursuing Goblins of Moria. You can use anything at all as the counters to randomly determine which of the six designated trees the Wood Elf Captain and his company of archers will drop from. We, being the crafty souls that we are, decided that each counter should be a dead Goblin, riddled with arrows. The first Goblin would have one arrow piercing him, the second Goblin two arrows, and so on.

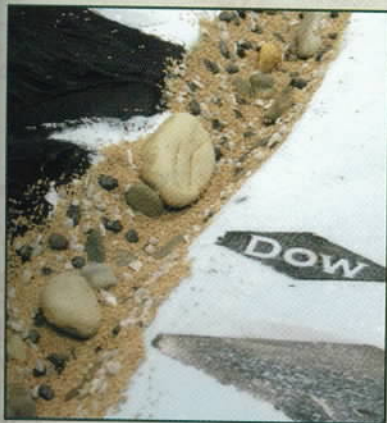
First of all, we had to position each Goblin to look like it had died a horrible death, as being riddled with arrows isn't a very pleasant affair. We cut apart different joints on the plastic Goblin model and reattached them with Green Stuff to give the

appearance of lying prone. Then we drilled holes into the body and inserted brass wire to represent the shafts of the arrows. For the arrows' fletching, we cut out pieces of plasticard into little diamond shapes and carefully glued them to the tops of the brass wire. It's a bit tricky, using such small pieces, so it's a good idea to use a pair of Games Workshop tweezers to ensure that you don't glue your fingers to anything!

Next we primed the model black and started painting! The fletching was basecoated with Shadow Grey, then lines were painted in with Space Wolves Grey and Skull White to give it a feathered effect. Finally, we based the Goblins with the same grass matting that we'll use later on the table to tie it all together.



THE SILVERLODE



The Silverlode, called Celebrant by the Elves, is a fair, swift-flowing river marking the western boundary of Lothlorien. In our scenario there are only a few choice spots for the Goblins to cross and hunt down our heroes, as the rest of the river is too deep and fast (luckily for the good guys!).

In order to recreate this stream, we decided that it had to be deep. To make this fixed

feature, we dug out a trench along its course and filled the riverbed with small smooth stones and sand to show that the current had been eroding these rocks over time. Then a couple of fords were made where the Goblins could cross. The entire riverbed was painted in Chaos Black and drybrushed with both Codex Grey and Fortress Grey.

After that, it was time to add the water! Using an epoxy resin (this stuff can be nasty so use it in a well-ventilated area!) with some Blue Ink added, we poured our 'water' into the painted riverbed in two layers to make sure it was nice and even. Then we created the ripple effect with a tricky third layer. Now that it's dry, we can flee across it!

THE CANOPY OF LOTHLORIEN

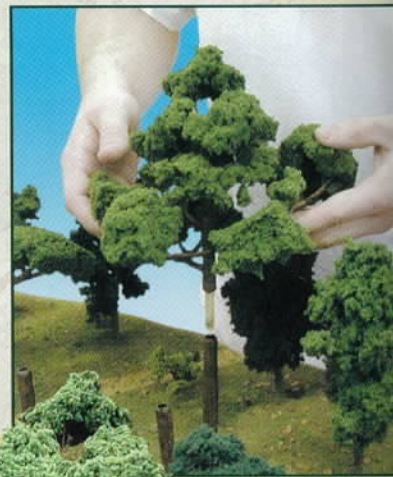
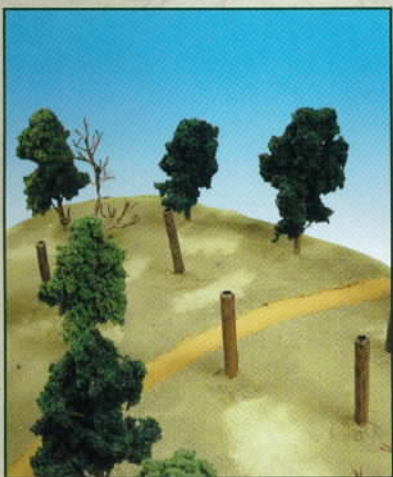
Our heroes flee into the lush Elven forest of Lothlorien, a magical, primeval wood offering protection from the clutches of Sauron and his evil minions.

To recreate the thick, wooded forest of Lothlorien we decided to construct a dense canopy to represent the safety of the trees. We thought that the canopy should be removable, so that the players would have better access to their models as they run and fight throughout the beautiful Elven forest.

In order to do this we made five hollow tree trunks by covering a cut length of brass tubing with modeling putty, available at most art supply stores. This stuff comes in big blocks and is really easy to work with but, unfortunately, you have to bake it in an oven to dry it. For this reason, we decided that plastic tubing wasn't the best thing to use for the trunks....

After we baked the putty-covered tubes, we painted them with brown paints. Then we started on the upper trunks and the canopy itself. The upper halves were created in much the same way though, along with brass tubing, we used wooden dowels that would fit into the tubing of the trunks. For the branches we used wire (as seen on page 98 of The Lord of The Rings rules manual) to make a skeleton on which to apply the modeling putty.

After we painted all of our tree trunks, we attached the foliage (available at most hobby stores) to the tree canopies and made sure that each top half fitted into its respective bottom half. Now that the canopy could be removed in five different places, we had enough room to send our heroes through the safety of the Elven forest! Another daring escape for the Fellowship and another brilliant The Lord of The Rings table for our Studio!



TIME TO PLAY

Now that we have our beautifully scenic table, all we have left to do is play! Scenario 5 – Flight to Lothlorien – is really a lot of fun, especially when you can have the pride of playing on a table that you've created entirely yourself!

Of course, you don't have to make your table just like ours. Try striking out on your own and coming up with new ideas for your (or your gaming club's) scenery collection. Most importantly, have fun playing The Lord of The Rings!



*Above: Haldir's Wood
Elves help the heroes
escape into the forest.*

*Below and right: shots
of the Lothlorien
table in all its
finished glory!*



Having made a superb battlefield to represent part of Lothlorien, we just had to ask the chaps at White Dwarf US to fight a battle report over it. Here's what happened...

This latest The Lord of The Rings battle report is a little different from those usually published in White Dwarf as it's been fought out on the other side of the pond. With the chaps in GW US making such a splendid job of their Lothlorien gaming table it would have been unthinkable for them not to have fought a battle over it. So, with there being just one scenario based in Lothlorien (Flight to Lothlorien on page

CROSS THE SILVERLODE

The Fellowship of The Ring flees from the Mines of Moria

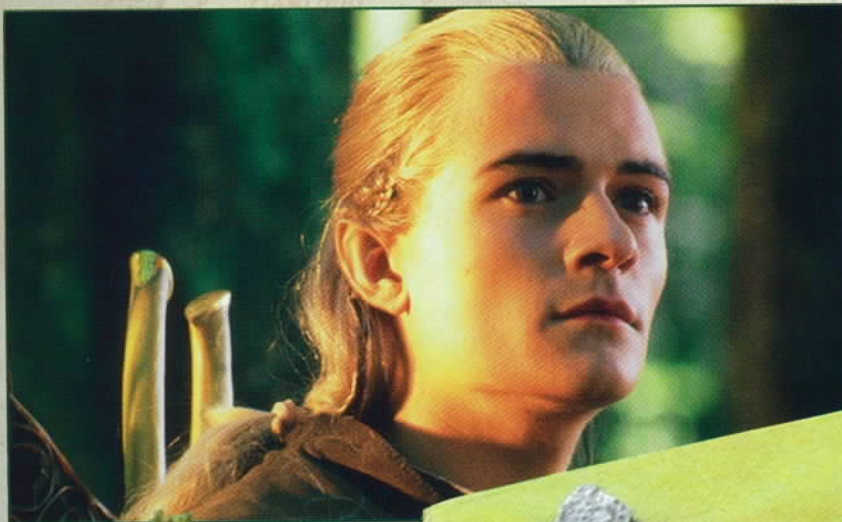
72-73 of the rules manual) there was only one course of action.

Of course, you don't have to have a wonderfully modeled battlefield like this to enjoy the game. There are many ways to represent this battlefield, be it a green cloth draped over a few books and boxes, or modeled hills and trees on a flat board. The main thing is that you should enjoy the game and immerse yourself in the emotion of the film.

The objectives are simple – with the aid of Haldir and his Wood Elves, the Fellowship must get more than half of their number to the finish line. The evil side wins if it can slay Frodo or kill enough of the Fellowship to prevent them fulfilling their objective.

Rather than use the published force, the two players decided to use the points match rule and pick a different force make-up for the evil side. This looks like being bad news for the good side, who'll be facing off against not one but two Cave Trolls!

The scene is set for a tense clash...



Find out how
John Conner made
this fantastic table
in this issue!

Scenario description

The remnants of the Fellowship flee from Moria as hordes of Goblins pour from the mountains in pursuit. They seek refuge in the mysterious land of Lothlorien, the realm of the Wood Elves. The exhausted heroes cross the Silverlode, followed by the advance Goblin forces. Fortunately help is at hand in the form of Haldir and his company of Elven archers.

This is essentially the fifth scenario from the rules manual, with a few minor changes.

The first difference is the change to the Evil forces. We've removed 27 Moria Goblins, including 1 Captain, and replaced them with 2 Cave Trolls, including one armed with a spear.

The second difference is the starting positions for both sides. The Fellowship begins the game on the wrong side of the Silverlode (the Moria side), and the Forces of Moria are deployed on the table edge.

PLAYERS' INTRODUCTIONS



Dave Taylor – The Forces of Moria:

I usually play the 'good guys', but I just couldn't pass up the chance to take two Cave Trolls against the Fellowship!

I expected John to race his Hobbits as quickly towards the forest as their legs could carry them. If he could get them off the board and fight his way through with Aragorn or Legolas, he would win the scenario. I figured that if I could paste Legolas, Boromir and Gimli in combat, while shooting down one or two of the Hobbits (preferably Merry and Pippin), I could kill the four Fellowship members required to win the scenario!



John Shaffer – The Fellowship:

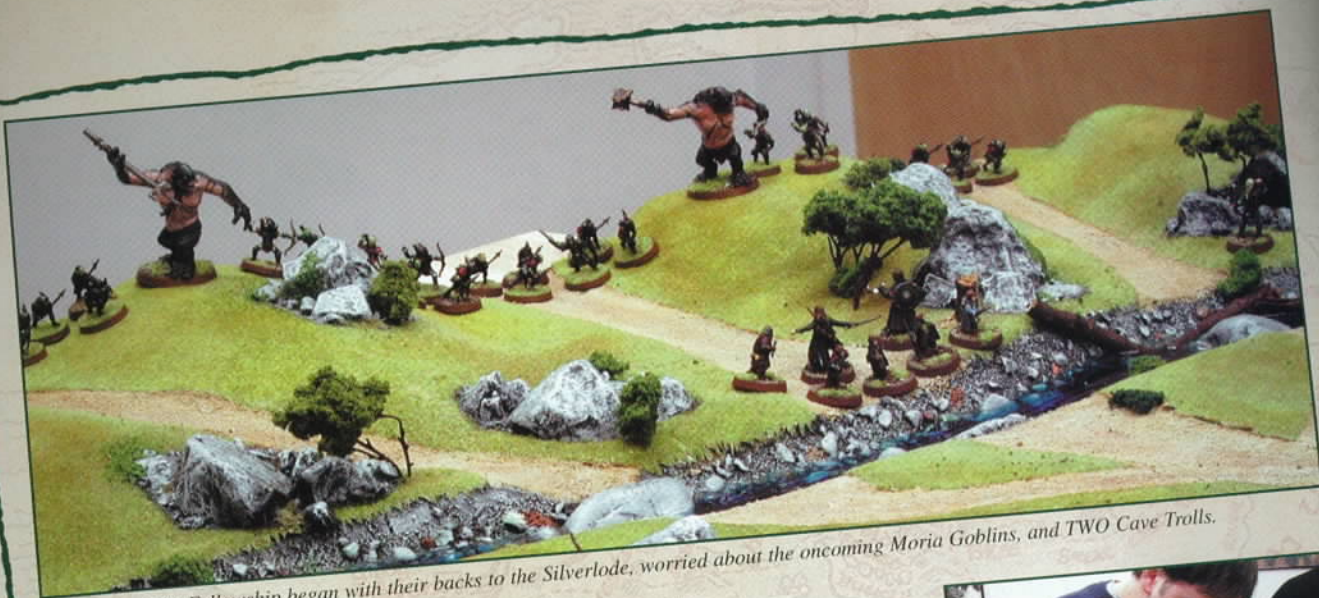
Going into this battle I had two primary concerns, the first being the terribly slow movement rate of the Hobbits (which

regrettably made up half of my force), and the second being the disheartening presence of not one, but two menacing Cave Trolls! Needless to say, the combination of these two factors would surely spell doom for the Fellowship unless I could slow down the Trolls (and all those Goblins, for that matter) long enough to ensure safe passage for Frodo and his other companions. I planned on accomplishing this task by sending a hearty combat-ready group of Aragorn, Gimli and Boromir to hold back the hordes, while running the Hobbits as fast as their little legs could carry them towards the forest.

My 'ace in the hole' would be Legolas, who would run along one flank providing both a diversion and fire support, whilst also falling back and filling the required five models quota (Legolas plus the four Hobbits) that needed to escape to the forest and ensure victory. With this in mind, I deployed my force and prepared for the oncoming foot race towards the safety of Lothlorien.



Moria Goblins – vile and pitiless creatures.



The Fellowship began with their backs to the Silverlode, worried about the oncoming Moria Goblins, and TWO Cave Trolls.

TURN ONE

The Fellowship moved first, with Aragorn, Gimli, Boromir and the Hobbits wading across the fast flowing Silverlode. John left Legolas on the dangerous side of the river, hoping to take down a few Moria Goblins or even slow down the Cave Troll bearing down on him! Dave advanced the forces of Moria as rapidly as he could after the fleeing Fellowship. Legolas was now well placed to take a few shots at the nearest Cave Troll. All three of his shots hit, but Legolas needed to use a point of Might to cause a wound on the beast.

TURN TWO

The Fellowship won the first Priority roll with a score of 2. Dave's groan said it all. Legolas moved across the river without any trouble and the Fellowship continued to move as fast as possible away from the evil forces. Dave moved the Moria Goblins and Cave Trolls to the edge of the river, ready to cross in the next turn.

The bow-armed Goblins had only moved at half rate, so they were able to fire upon the Fellowship. Three Moria Goblins drew a bead on Legolas and fired. Two hits were scored, one wounded, and John tried to use one of Legolas's Fate points to save the wound but failed. The four remaining Goblins fired at Merry scoring two hits but, unfortunately for Dave, no wounds.

THE EVIL STRATEGY

Dave: I knew that I had a limited number of turns where the Fellowship would be in range of my bowfire (18" for Goblin bows), so I wanted to concentrate on the members of the Fellowship with lower Defense values. Legolas and the Hobbits would flee under the constant rain of arrows I would try to set up.

TURN THREE

The Fellowship won Priority again, but this time with a very respectable 6. Gimli and the Hobbits continued to move towards the forest. Aragorn and Boromir began to hold back, readying themselves for the inevitable onslaught of the Goblins and Cave Trolls. Legolas slowed and turned in order to fire a few more shots at the Cave Troll.

The Moria Goblins scampered across the Silverlode without any problems, but the Cave Trolls had to roll to cross. Both players looked on intently as Dave rolled for the first Troll that was headed for Legolas. The result was a 1, the Cave Troll would stay on the wrong side of the water for another turn. John's cries of joy soon turned to dismay as Dave rolled a 6 for the spear-armed Cave Troll, who advanced his full 6" across the river, heading directly for Frodo.

"Don't worry," said Dave. "It's just a Cave Troll."

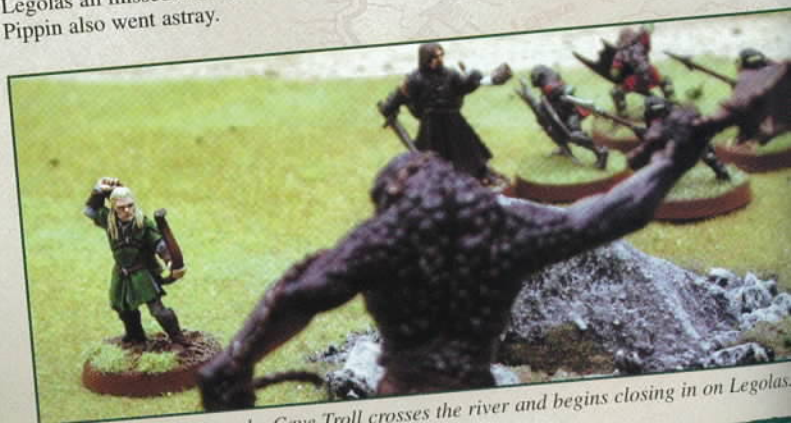
Legolas was once more on target, but again John was forced to use another Might to cause a wound on the stranded Cave Troll. The bow-armed Moria Goblins that had not crossed the river tried to gain a measure of revenge, but the five shots at Legolas all missed and the two shots at Pippin also went astray.



John moves the Fellowship across the river



Legolas keeps firing at the Cave Troll



In Turn Four, the Cave Troll crosses the river and begins closing in on Legolas.

TURN FOUR

Finally the forces of Moria won the Priority roll, but before they could start to close the gap, John called a heroic move with Frodo (using one Might point). Frodo and the other Hobbits all moved forward at full pace, while Aragorn and Gimli held back. The Moria Goblins continued to advance, and the spear-armed Cave Troll was breathing down Frodo's neck. On the left flank, the other Cave Troll waded across the river and headed directly for Legolas, the cause of all its pain. Two of the Goblin bowmen crossed the river while the other five lined up their shots. Boromir strode into a small group of Goblins but only faced off against one, while Legolas edged back cautiously around a rocky outcrop.

Two Moria Goblins could still see Legolas, and they fired at him. Two more misses. Dave then took advantage of the rule that allows Evil models to fire into combat. Three Goblins fired at Boromir, only one hit wounding him, and miraculously no Moria Goblins were hurt. Legolas was worried by the Cave Troll and lost his nerve as the one shot that did hit failed to wound.

In the first combat of the game, Boromir quickly dispatched the Moria Goblin in front of him.

TURN FIVE

Both John and Dave rolled 5 for their Priority roll but, as Dave had gone first last turn, John had the honor this turn.

Before the Fellowship could move, Dave called a heroic move with his Goblin Captain. John swiftly countered with a Heroic Move from Frodo. As John had priority, he moved his Hobbits another 4" closer to the forest, allowing Aragorn to move in against the Cave Troll. Gimli waded into two Goblins. The Evil models within 6" of the Goblin Captain then moved, one attacking Gimli, three attacking Aragorn, one pinning Legolas and two pinning Boromir. As no more of the Fellowship could move (all pinned in combat) the forces of Moria made their

HEROIC ACTIONS

During the Move, Shoot or Fight phase, any individual Hero can override the normal sequence by giving up 1 point of Might to make a 'heroic action'.

With the Hobbits running directly away from the Moria Goblins and Cave Trolls, it was only a matter of time before the forces of evil caught them. John's well-timed usage of the heroic action rule certainly made for an exciting chase.



Aragorn fights off a Cave Troll, while Gimli defends himself.

remaining moves, including the Cave Troll finally catching up with Legolas.

Once again, two of the Moria Goblins fired on the fleeing Merry, but his Hobbit luck saved him – no hits.

In one of the fiercest rounds of combat, the stage was set for a desperate race to the finish. In the fight between Legolas and the Cave Troll both sides rolled a 6. Both sides had a Fight of 6, so a D6 was rolled to determine the winner. A result of 1-3 would mean that the forces of Evil won, a result of 4-6 that Good was victorious. John fell to his knees as the die came up with a 3. The Troll's chain failed to earn it an extra attack but his three attacks were enough to finish off Legolas. The Elf's remaining Fate point was not able to save him against the two wounds caused. Boromir won his combat and killed another Goblin. Gimli won his combat, but even the strength of his two-handed axe was not enough to kill a single Moria Goblin. Aragorn also won his combat, but was forced to expend two Might points to cause two wounds on the Cave Troll.

Both Cave Trolls now had only one wound remaining. With Legolas dead, Dave was only three Fellowship models away from victory.

TURN SIX

The Fellowship won Priority again, much to Dave's dismay. Once again, he was forced to call a heroic move with his Captain (expending his final point of Might). Again, John countered with a Heroic Move of his own and Sam led the Hobbits into the forest of Lothlorien. John immediately rolled for the location of Haldir and his Elves. Rolling a 6 meant that they were close, but not too close to worry Dave just yet. Moria Goblins swarmed around Gimli, one Goblin moved in against Aragorn, the Cave Troll that had killed Legolas charged Boromir, and the spear-armed Troll chased after Frodo and the Hobbits.

The appearance of the Wood Elves on the board meant a massive increase to John's firepower. Seven Elves fired at a cluster of five Goblin bowmen and killed all but one. Dave was now worried by the Wood Elves. With his few remaining shots he became more determined to take out Merry. Poor rolling saved the Hobbit again.

Aragorn spent a Might point to call a heroic combat, defeated the Goblin before him (after expending another point of Might to wound it) and strode into combat with the Moria Goblin Captain and another Goblin. Dave was very lucky as the Goblins managed to push Aragorn back, but unlucky not to wound the mighty hero. Gimli lost his combat, but his tough armor deflected all the blows.

Boromir found himself surrounded and outnumbered, so he decided to blow his horn. Dave rolled a 9 for his Courage roll and added 3 to the score which meant that he had passed. In an action replay of the Legolas/Cave Troll combat, Dave and John tied the combat and went to a dice roll off. The result was a 1, victory for the forces of Moria. Boromir was surrounded so each attack was doubled, just enough to kill the heroic warrior.

Two down, two to go!



The hammer falls on Boromir!

TURN SEVEN

For only the second time in the game, the forces of Moria won Priority, and, as Dave expected, John called another heroic move with Frodo (expending his final Might point) to keep the Hobbits mere inches ahead of the enraged Cave Troll. Aragorn was attacked by the Goblin Captain and another Goblin, Gimli was again surrounded, and the rampaging Cave Troll raced towards Aragorn. The Wood Elves edged forward and began to set up a defensive screen that the Hobbits would be able to flee through next turn.

The Moria Goblin bowmen again targeted Merry, but once again went without a single wound! The Wood Elves showed their keen-eyed expertise when four of the sylvan bowmen fired at the hammer-wielding Cave Troll and finally brought an end to its reign of terror. Another five Elves fired at the Cave Troll chasing Frodo, but the Troll's heavy skin shrugged off the few arrows that found their mark. This dangerous foe was plunging too far into Lothlorien for John's comfort!

Aragorn fought well and won his combat but only caused a single wound on the daring Captain. Surrounded, things looked bad for Gimli as he lost combat, but the Dwarf's high Defense value meant that he was wounded only once. John used one of Gimli's Fate points to avoid any damage.

TURN EIGHT

With no Might points remaining amongst the Hobbits and a Cave Troll within charge distance, this turn's Priority roll was perhaps the most important of the game. Dave rolled a 4 and the room fell silent as John's die rolled across the table. Dave dropped to the floor as a 5 came up. Priority to the Fellowship AGAIN!

The weary Hobbits scampered away from the Cave Troll, and the Elves began to form their screen. Aragorn moved as close



The wounded Cave Troll pursues the fleeing Hobbits.

as he could towards the forest before he was swarmed by five Moria Goblins. Gimli was still pinned in combat, surrounded by six Goblins hungry for Dwarf flesh.

Seven of the Wood Elves fired at the enormous Cave Troll and, fortunately for John, it was enough to take the final wound from the beast. The Troll slumped dead in the middle of the clearing. John danced around as his last major threat was removed. The remaining Elven archers killed another Goblin. One lone Moria Goblin archer fired at the Wood Elves and missed.

John knew that Aragorn had to make it off the board to achieve the objective, and he started in that direction now. Winning the combat, Aragorn slew the Moria Goblin Captain and the Goblin blocking his escape route. In the other combat, despite the overwhelming numbers he faced, Gimli won and killed another Goblin.

TURN NINE

This turn the Evil forces caught a break and won priority, but the sneaky Aragorn called another heroic move to race after the Hobbits. John was heckled by the onlookers for leaving Gimli behind, surrounded by Moria Goblins. Haldir also called a heroic move to shepherd the Hobbits towards the depths of Lothlorien. A few Goblins tried to intercept Aragorn, but fell short of their goal. The Wood Elves moved forward to eliminate the Goblin threat once and for all.

Surprisingly enough, the Wood Elves shooting was ineffectual this turn, so there were no missile fire casualties for either side.

The only combat saw Gimli lose to the swarm of Goblins. As he was surrounded, Gimli had to suffer the wrath of twelve attacks. Much to Dave's dismay (and John's enjoyment) not a single wound was caused!



John observes Dave's strategy.



A wall of Wood Elf archers finally brings down the Cave Troll.

TURN TEN

With very few chances left, Dave needed to win Priority but luck was again with Aragorn and the Hobbits, who moved deeper into the forest. Things looked grim for the forces of Moria, so Dave decided to take down as many of the Wood Elves as he could. Gimli was still surrounded.

The Wood Elves able to shoot took down another Goblin. The lone Goblin Bowman failed to hit anything.

In the Combat Phase, Dave gained a bit of satisfaction as one Wood Elf was killed and another forced back by mere Goblins. John groaned as Gimli lost combat again and suffered a wound this time. Using his last Fate point he failed to prevent the wound. Another groan from John.

TURN ELEVEN

John was in a pretty comfortable position as the Fellowship took Priority for the eighth time. Aragorn and the Hobbits continued moving towards their goal. The Wood Elves closed in on the Moria Goblins, and Gimli remained trapped amidst a clatter of rusted weapons and screeching Goblins.

The Wood Elves managed to kill three Goblins but lost two of their number doing so. Gimli lost combat again (this time rolling double ones). Six turns of constant combat was to prove too much for the hearty Dwarf, as twelve attacks finally killed him.



The Wood Elves underestimated the ferocity of cornered Goblins, but by then it was too late for the forces of Moria.

TURN TWELVE

It was all over as John won Priority again and five members of the Fellowship crossed the line into Lothlorien.

Victory to the Fellowship!

HIGH DEFENSE VALUES

Cave Trolls are tough! When the Wood Elves were shooting at the Cave Troll, every hit required a roll of 6 to cause a wound. No wonder then that the spear-armed Troll made it so far into Lothlorien.

Gimli is even tougher! The Moria Goblins that had him surrounded from Turn Five needed to roll a 6 followed by a second roll of 4+. On average, twelve attacks will only cause one wound. The really scary thing about Gimli's Defense value of 8 is that even the mighty Cave Troll would need to roll a 5 to wound him!



The incredibly tough Gimli survived six turns in combat against hordes of Moria Goblins.

PLAYERS' CONCLUSIONS

Victory... barely!

John: My cunning plan to use Legolas as a diversion was a tad too effective and Dave took full advantage of my risky decision to deploy Legolas all by his lonesome.

When Boromir fell to the savage might of a Cave Troll and two more of the Fellowship were tied up in combat, I really started to worry about my chances of success.

Luckily, Gimli was as stalwart as ever and refused to succumb to the sheer weight of numbers until the very end of the game, and Aragorn once again proved that when all else fails, he will assuredly save the day.

Haldir and his Wood Elves coming out of hiding marked a turning point for me in the game, and their superior bowmanship really made a difference in the outcome. While all of the aforementioned heroes contributed to the victory, the real game winner for me was not a character but rather an ability.

The use of the Heroic Move rule was a crucial tactic in this battle enabling the Hobbits to keep out of charge range of the enemy even when Dave had priority for the turn. Without it, the Hobbits would have surely been caught by the Troll and the game would have been as good as over. In the end the battle was full of tension and excitement, and Dave proved himself to be a very cunning and skilled adversary.

Curses!

Dave: When Legolas held back to put a few arrows into the Cave Troll I thought that John was going to hand this game to me on a plate.

John was a great opponent who played the game pretty much as I expected, and I'm glad I managed to keep the pressure on him until the final turns.

Cave Trolls are awesome! My Cave Troll with the hammer and troll chain took two wounds from Legolas's bowfire before making it into combat with the pesky Elf. With some help from a few Goblins, he smashed the hero into pulp. The Troll then took on Boromir and some more Moria Goblins helped by surrounding the mighty fighter. A few lucky rolls later and Boromir was also paste. 195 points of Fellowship fell to 75 points of Cave Troll (and a few Goblins). I like that result.

The other Cave Troll survived combat against Aragorn (just) and chased the Hobbits so far into Lothlorien it was almost an embarrassment to Haldir and his Wood Elves.

I think the only thing that was missing in this fantastic game was another Moria Goblin Captain or two. Well-used Might points can make all the difference. I'm definitely going to include at least two Captains in the Gondorian force I'm building now!

BUILDING YOUR HEROES

Converting Captains and Standard Bearers

Looking for a few ideas on how to create some great Captains and Standard Bearers for your Orcs or Elves? Read on, Middle-earth general and learn how.

CAPTAINS

Captains and Heroes are a very important part of gaming with your forces, and creating unique models is an exciting part of your modeling and painting. Here are a few ideas (some simple, some complicated) to get you started. Keep an eye out on our website for some additional examples.

Most of these conversions involve head, arm, or weapon swaps, some of the easier conversions to attempt.

To transpose a head, hand, arm or other body part you will need a modeling saw. The blade of a modeling saw is very thin so as to remove as little material as possible. It is important to cut slowly and carefully to avoid breaking the delicate blade of the saw.

Transposed pieces may hold in place if

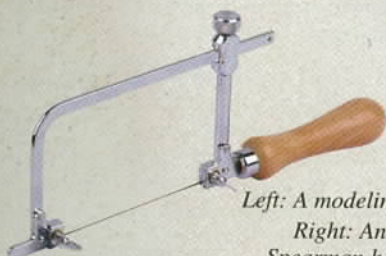


This simple Captain conversion made use of a sword cut from the Mounted Boromir model.

simply glued so long as there is sufficient anchorage. If not – and with hand transplants this is usually the case – it will be necessary to ‘pin’ the pieces together, and possibly fill some gaps with a two-part epoxy putty. For more information on the best way to do this take a look at the *Modeling Masterclass* article on page 102 of this issue.

MATERIALS REQUIRED:

- Clippers
- Modeling saw
- Pin-vice drill
- Rod for pinning (paper clips etc.)
- Brass rod (for banner poles)
- Epoxy putty (for filling gaps)



*Left: A modeling saw
Right: An Elven
Spearman head on
Elrond's body.*



This Moria Goblin was originally shooting a bow. This has been replaced with a sword and a shield.



This Elven Captain includes pieces from Elven Spearmen, Swordsmen, Archers, and Haldir.



Mordor Orcs are ripe for conversions, like the spear-wielding Captain to the left. However, the wide variety of models means that the Orc to the right could be designated as a Captain.



*Above: A simple representation of the pinning process
Below: A pin vice drill*



This mounted Captain of Gondor uses Elendil's head and a plastic Gondor shield.





This cool Mordor Orc Standard Bearer was based on the footage shown in the trailers for The Lord of the Rings: The Fellowship of the Ring movie (left).



STANDARD BEARERS

The banners here (left) can also be found on the Games Workshop website, in the Lord of the Rings hobby section. Feel free to download the PDFs and go to town converting and painting.

One of the most impressive sights you can imagine on a battlefield is rank upon rank of hardy warriors advancing to engage their enemy, a disorderly mob that is charging towards them at full-pace.

The thing that adds most to an impressive sight like this is a huge number of banners and pennants snapping in the wind.

Converting your Standard Bearers can be very easy. A pin vice drill, a length of brass rod (available from most good hobby stores), and a pair of clippers can be all that's needed.

Once converted you can paint a simple (or even complicated) paper banner to add to the pole.



The most effective Standard Bearers are often made from spearmen models. Simply extending the spear shafts with brass rod and adding a really cool hand-painted banner.



For the Gondorian Standard Bearer shown here we used the same "spear extension" technique as for the Elven Standard Bearer and added one of the banner designs from the Games Workshop website.



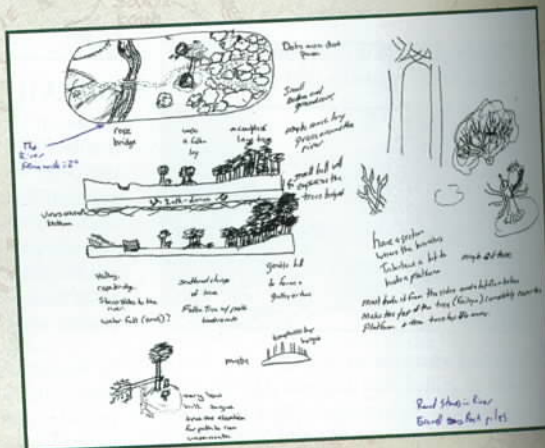
This model was converted from the Mounted Boromir model

The making of a Lothlorien gaming table



This is Da Cunnin' Plan. When making a table with this much important detail, it's good to plan ahead!

With a little brainstorming (okay, more like a light drizzle...) we came up with Da Cunnin' Plan. It's always good to have a plan, especially when power tools and a bunch of Trolls are involved...



MOVABLE OR FIXED?

pewter trees, sprinkled some gravel at their bases, and covered the hardboard with a grass mat. Some foliage, a pot of paint and a brush later, and we had some movable terrain trees!

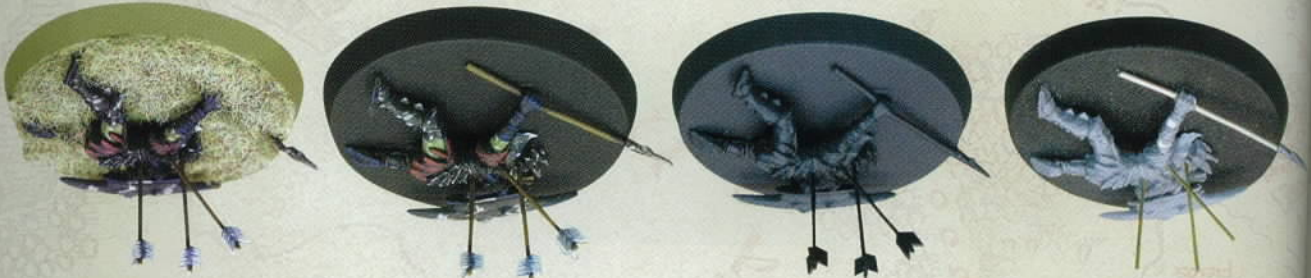


DEATH TO THE GOBLINS!

Part of this scenario revolves around a deadly ambush that Haldir springs upon the pursuing Goblins of Moria. You can use anything at all as the counters to randomly determine which of the six designated trees the Wood Elf Captain and his company of archers will drop from. We, being the crafty souls that we are, decided that each counter should be a dead Goblin, riddled with arrows. The first Goblin would have one arrow piercing him, the second Goblin two arrows, and so on.

First of all, we had to position each Goblin to look like it had died a horrible death, as being riddled with arrows isn't a very pleasant affair. We cut apart different joints on the plastic Goblin model and reattached them with Green Stuff to give the appearance of lying prone. Then we drilled holes into the body and inserted brass wire to represent the shafts of the arrows. For the arrows' fletching, we cut out pieces of plasticard into little diamond shapes and carefully glued them to the tops of the brass wire. It's a bit tricky, using such small pieces, so it's a good idea to use a pair of Games Workshop tweezers to ensure that you don't glue your fingers to anything!

Next we primed the model black and started painting! The fletching was basecoated with Shadow Grey, then lines were painted in with Space Wolves Grey and Skull White to give it a feathered effect. Finally, we based the Goblins with the same grass matting that we'll use later on the table to tie it all together.



THE SILVERLODE



The Silverlode, called Celebrant by the Elves, is a fair, swift-flowing river marking the western boundary of Lothlórien. In our scenario there are only a few choice spots for the Goblins to cross and hunt down our heroes, as the rest of the river is too deep and fast (luckily for the good guys!).

In order to recreate this stream, we decided that it had to be deep. To make this fixed feature, we dug out a trench along its course and filled the riverbed with small smooth stones and sand to show that the current had been eroding these rocks over time. Then a couple of fords were made where the Goblins could cross. The entire riverbed was painted in Chaos Black and drybrushed with both Codex Grey and Fortress Grey.

After that, it was time to add the water! Using an epoxy resin (this stuff can be nasty so use it in a well-ventilated area!) with some Blue Ink added, we poured our 'water' into the painted riverbed in two layers to make sure it was nice and even. Then we created the ripple effect with a tricky third layer. Now that it's dry, we can flee across it!

THE CANOPY OF LOTHLORIEN

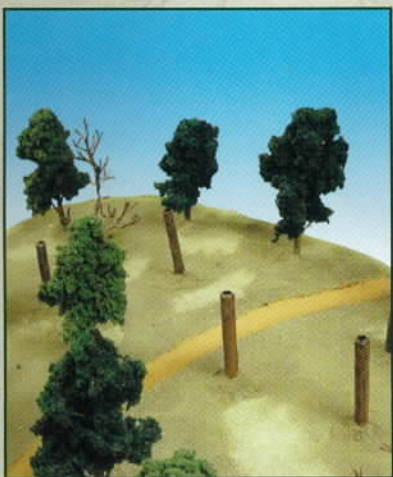
Our heroes flee into the lush Elven forest of Lothlorien, a magical, primeval wood offering protection from the clutches of Sauron and his evil minions.

To recreate the thick, wooded forest of Lothlorien we decided to construct a dense canopy to represent the safety of the trees. We thought that the canopy should be removable, so that the players would have better access to their models as they run and fight throughout the beautiful Elven forest.

In order to do this we made five hollow tree trunks by covering a cut length of brass tubing with modeling putty, available at most art supply stores. This stuff comes in big blocks and is really easy to work with but, unfortunately, you have to bake it in an oven to dry it. For this reason, we decided that plastic tubing wasn't the best thing to use for the trunks....

After we baked the putty-covered tubes, we painted them with brown paints. Then we started on the upper trunks and the canopy itself. The upper halves were created in much the same way though, along with brass tubing, we used wooden dowels that would fit into the tubing of the trunks. For the branches we used wire (as seen on page 98 of The Lord of The Rings rules manual) to make a skeleton on which to apply the modeling putty.

After we painted all of our tree trunks, we attached the foliage (available at most hobby stores) to the tree canopies and made sure that each top half fitted into its respective bottom half. Now that the canopy could be removed in five different places, we had enough room to send our heroes through the safety of the Elven forest! Another daring escape for the Fellowship and another brilliant The Lord of The Rings table for our Studio!



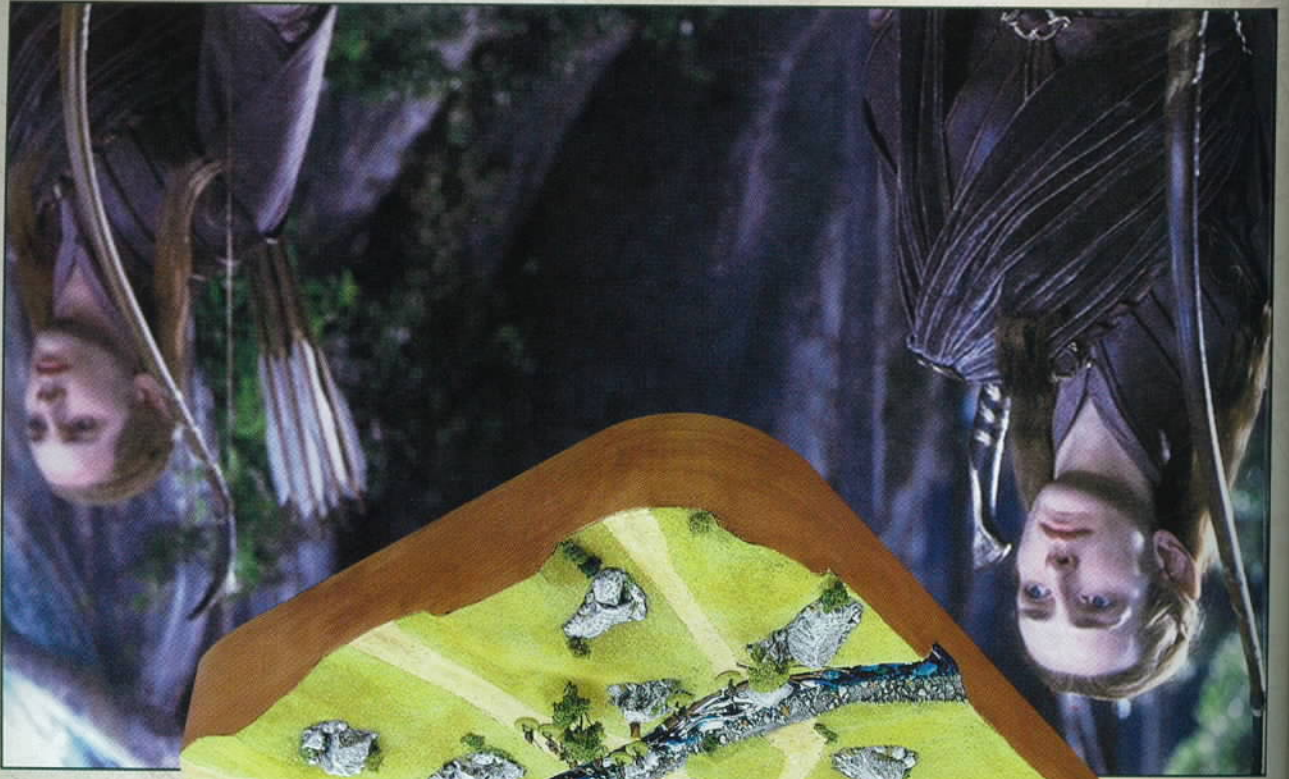
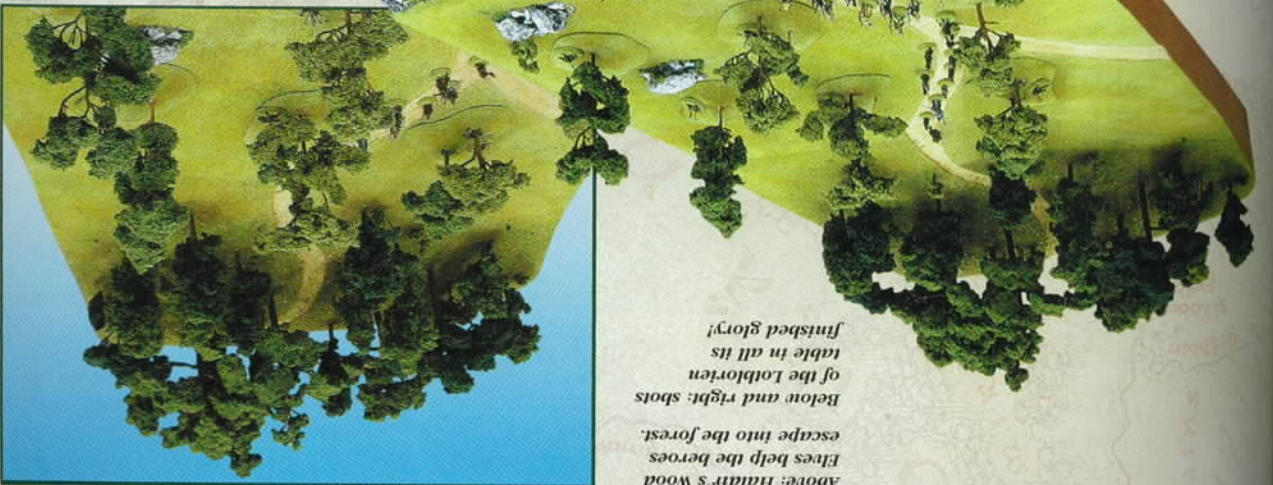
TIME TO PLAY

Now that we have our beautifully scenic table, all we have left to do is play! Scenario 5 - Flight to Lothlórien - is really a lot of fun, especially when you can have the pride of playing on a table that you've created entirely yourself!

Of course, you don't have to make your table just like ours. Try striking out on your own and coming up with new ideas for your (or your gaming club's) scenery collection. Most importantly, have fun playing The Lord of The Rings!



*Above: Haldir's Wood
Elves help the heroes
escape into the forest.
Below and right: shots
of the Lothlórien
table in all its
finished glory!*



Having made a superb battlefield to represent part of Lothlorien, we just had to ask the chaps at White Dwarf US to fight a battle report over it. Here's what happened...

This latest The Lord of The Rings battle report is a little different from those usually published in White Dwarf as it's been fought out on the other side of the pond. With the chaps in GW US making such a splendid job of their Lothlorien gaming table it would have been unthinkable for them not to have fought a battle over it. So, with there being just one scenario based in Lothlorien (Flight to Lothlorien on page

CROSS THE SILVERLODE

The Fellowship of The Ring flees from the Mines of Moria

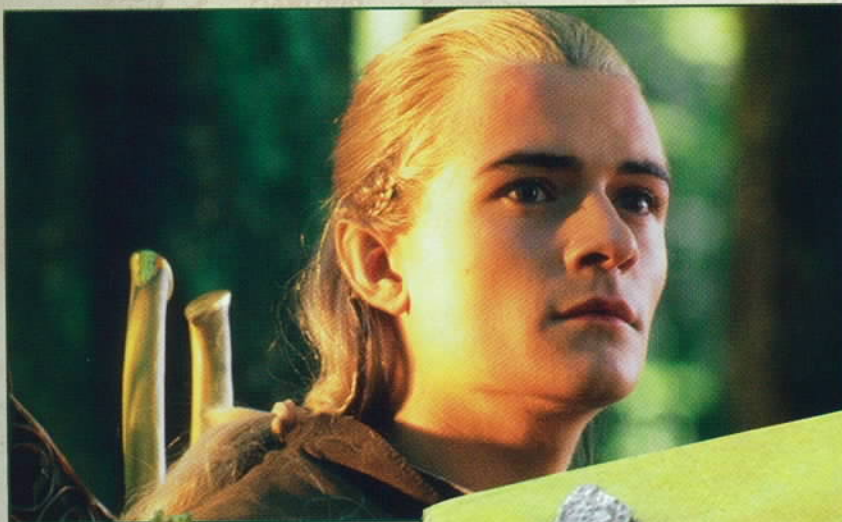
72-73 of the rules manual) there was only one course of action.

Of course, you don't have to have a wonderfully modeled battlefield like this to enjoy the game. There are many ways to represent this battlefield, be it a green cloth draped over a few books and boxes, or modeled hills and trees on a flat board. The main thing is that you should enjoy the game and immerse yourself in the emotion of the film.

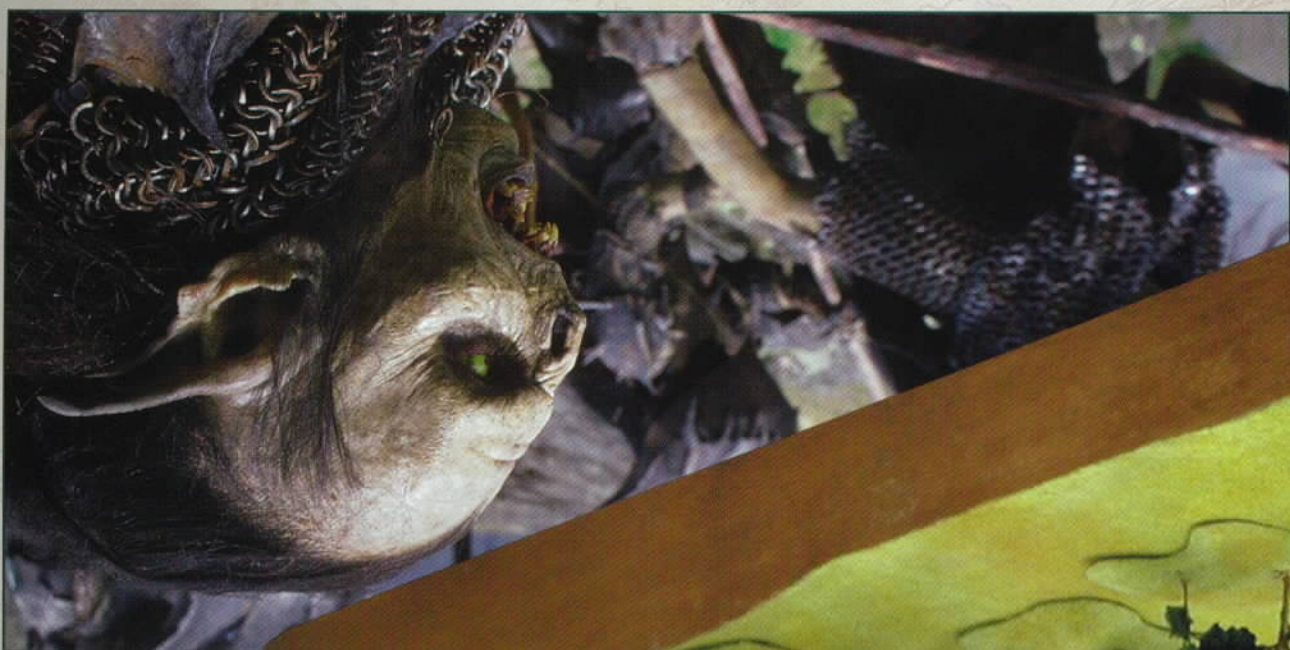
The objectives are simple – with the aid of Haldir and his Wood Elves, the Fellowship must get more than half of their number to the finish line. The evil side wins if it can slay Frodo or kill enough of the Fellowship to prevent them fulfilling their objective.

Rather than use the published force, the two players decided to use the points match rule and pick a different force make-up for the evil side. This looks like being bad news for the good side, who'll be facing off against not one but two Cave Trolls!

The scene is set for a tense clash...



Find out how
John Conner made
this fantastic table
in this issue!



My 'ace in the hole' would be Legolas, who would run along one flank providing both a diversion and fire support, whilst also falling back and filling the required five models quota (Legolas plus the four Hobbits) that needed to escape to the forest and ensure victory. With this in mind, I deployed my force and prepared for the oncoming foot race towards the safety of Lothlórien.

towards the forest. as their little legs could carry them hordes, while running the Hobbits as fast Gimli and Boromir to hold back the hearty combat-ready group of Aragorn, accomplishing this task by sending a enough to ensure safe passage for Frodo all those Goblins, for that matter) long unless I could slow down the Trolls (and surely spell doom for the Fellowship combination of these two factors would Cave Trolls! Needless to say, the presence of not one, but two menacing the second being the disconcerting regrettably made up half of my force), and

Hobbits (which movement rate of the being the terribly slow concerns, the first had two primary Going into this battle I



John Shafter – The Fellowship:

I usually play the 'good guys', but I just couldn't pass up the chance to take two Cave Trolls against the Fellowship!



Dave Taylor – The Forces of Moria:

Scenario description
The remnants of the Fellowship flee from Moria as hordes of Goblins pour from the mysterious land of Lothlórien, the realm of the Wood Elves. The exhausted heroes cross the Silverlode, followed by the advance Goblin forces. Fortunately help is at hand in the form of Haldir and his company of Elven archers.
This is essentially the fifth scenario from the rules manual, with a few minor changes.
The first difference is the change to the Evil forces. We've removed 27 Moria Goblins, including 1 Captain, and replaced them with 2 Cave Trolls, including one armed with a spear.
The second difference is the starting positions for both sides. The Fellowship begins the game on the wrong side of the Silverlode (the Moria side), and the Forces of Moria are deployed on the table edge.

PLAYERS' INTRODUCTIONS



The Fellowship began with their backs to the Silverlode, worried about the oncoming Moria Goblins, and TWO Cave Trolls.

TURN ONE

The Fellowship moved first, with Aragorn, Gimli, Boromir and the Hobbits wading across the fast flowing Silverlode. John left Legolas on the dangerous side of the river, hoping to take down a few Moria Goblins or even slow down the Cave Troll bearing down on him! Dave advanced the forces of Moria as rapidly as he could after the fleeing Fellowship. Legolas was now well placed to take a few shots at the nearest Cave Troll. All three of his shots hit, but Legolas needed to use a point of Might to cause a wound on the beast.

TURN TWO

The Fellowship won the first Priority roll with a score of 2. Dave's groan said it all. Legolas moved across the river without any trouble and the Fellowship continued to move as fast as possible away from the evil forces. Dave moved the Moria Goblins and Cave Trolls to the edge of the river, ready to cross in the next turn.

The bow-armed Goblins had only moved at half rate, so they were able to fire upon the Fellowship. Three Moria Goblins drew a bead on Legolas and fired. Two hits were scored, one wounded, and John tried to use one of Legolas's Fate points to save the wound but failed. The four remaining Goblins fired at Merry scoring two hits but, unfortunately for Dave, no wounds.

THE EVIL STRATEGY

Dave: I knew that I had a limited number of turns where the Fellowship would be in range of my bowfire (18" for Goblin bows), so I wanted to concentrate on the members of the Fellowship with lower Defense values. Legolas and the Hobbits would flee under the constant rain of arrows I would try to set up.

TURN THREE

The Fellowship won Priority again, but this time with a very respectable 6. Gimli and the Hobbits continued to move towards the forest. Aragorn and Boromir began to hold back, readying themselves for the inevitable onslaught of the Goblins and Cave Trolls. Legolas slowed and turned in order to fire a few more shots at the Cave Troll.

The Moria Goblins scampered across the Silverlode without any problems, but the Cave Trolls had to roll to cross. Both players looked on intently as Dave rolled for the first Troll that was headed for Legolas. The result was a 1, the Cave Troll would stay on the wrong side of the water for another turn. John's cries of joy soon turned to dismay as Dave rolled a 6 for the spear-armed Cave Troll, who advanced his full 6" across the river, heading directly for Frodo.

"Don't worry," said Dave. "It's just a Cave Troll."

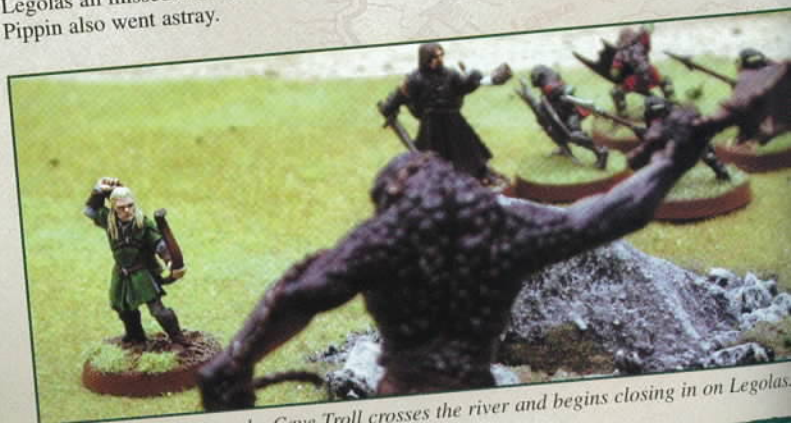
Legolas was once more on target, but again John was forced to use another Might to cause a wound on the stranded Cave Troll. The bow-armed Moria Goblins that had not crossed the river tried to gain a measure of revenge, but the five shots at Legolas all missed and the two shots at Pippin also went astray.



John moves the Fellowship across the river



Legolas keeps firing at the Cave Troll



In Turn Four, the Cave Troll crosses the river and begins closing in on Legolas.

TURN FOUR

Finally the forces of Moria won the Priority roll, but before they could start to close the gap, John called a heroic move with Frodo (using one Might point). Frodo and the other Hobbits all moved forward at full pace, while Aragorn and Gimli held back. The Moria Goblins continued to advance, and the spear-armed Cave Troll was breathing down Frodo's neck. On the left flank, the other Cave Troll waded across the river and headed directly for Legolas, the cause of all its pain. Two of the Goblin bowmen crossed the river while the other five lined up their shots. Boromir strode into a small group of Goblins but only faced off against one, while Legolas edged back cautiously around a rocky outcrop.

Two Moria Goblins could still see Legolas, and they fired at him. Two more misses. Dave then took advantage of the rule that allows Evil models to fire into combat. Three Goblins fired at Boromir, only one hit wounding him, and miraculously no Moria Goblins were hurt. Legolas was worried by the Cave Troll and lost his nerve as the one shot that did hit failed to wound.

TURN FIVE

Both John and Dave rolled 5 for their Priority roll but, as Dave had gone first last turn, John had the honor this turn. Before the Fellowship could move, Dave called a heroic move with his Goblin Captain. John swiftly countered with a Heroic Move from Frodo. As John had priority, he moved his Hobbits another 4" closer in against the Cave Troll. Gimli waded into two Goblins. The Evil models within 6" of the Goblin Captain then moved, one attacking Gimli, three attacking Aragorn, one pinning Legolas and two pinning Boromir. As no more of the Fellowship could move (all pinned in combat) the forces of Moria made their

HEROIC ACTIONS

During the Move, Shoot or Fight phase, any individual Hero can override the normal sequence by giving up 1 point of Might to make a 'heroic action'.

With the Hobbits running directly away from the Moria Goblins and Cave Trolls, it was only a matter of time before the forces of evil caught them. John's well-timed usage of the heroic action rule certainly made for an exciting chase.

TURN SIX

The Fellowship won Priority again, much to Dave's dismay. Once again, he was forced to call a heroic move with his Captain (expending his final point of Might). Again, John countered with a Heroic Move of his own and Sam led the Hobbits into the forest of Lothlórien. John immediately rolled for the location of Haldir and his Elves. Rolling a 6 meant that they were close, but not too close to worry Dave just yet. Moria Goblins swarmed around Gimli, one Goblin moved in against Aragorn, the Cave Troll that had killed Legolas charged Boromir, and the spear-armed Troll chased after Frodo and the Hobbits.

remaining moves, including the Cave Troll finally catching up with Legolas. Once again, two of the Moria Goblins fired on the fleeing Merry, but his Hobbit luck saved him – no hits.

In one of the fiercest rounds of combat, the stage was set for a desperate race to the finish. In the fight between Legolas and the Cave Troll both sides rolled a 6. Both sides had a Fight of 6, so a D6 was rolled to determine the winner. A result of 1-3 would mean that the forces of Evil won, a result of 4-6 that Good was victorious. John fell to his knees as the die came up with a 3. The Troll's chain failed to earn it an extra attack but his three attacks were enough to finish off Legolas. The Elf's remaining Fate point was not able to save him against the two wounds caused. Boromir won his combat and killed another Goblin. Gimli won his combat, but even the strength of his two-handed axe was not enough to kill a single Moria Goblin. Aragorn also won his combat, but was forced to expend two Might points to cause two wounds on the Cave Troll.

Both Cave Trolls now had only one wound remaining. With Legolas dead, Dave was only three Fellowship models away from victory.



Aragorn fights off a Cave Troll, while Gimli defends himself.

The appearance of the Wood Elves on the board meant a massive increase to John's firepower. Seven Elves fired at a cluster of five Goblin bowmen and killed all but one. Dave was now worried by the Wood Elves. With his few remaining shots he became more determined to take out Merry. Poor rolling saved the Hobbit again.

Aragorn spent a Might point to call a heroic combat, defeated the Goblin before him (after expending another point of Might to wound it) and strode into combat with the Moria Goblin Captain and another Goblin. Dave was very lucky as the Goblins managed to push Aragorn back, but unlucky not to wound the mighty hero. Gimli lost his combat, but his tough armor deflected all the blows.

Boromir found himself surrounded and outnumbered, so he decided to blow his horn. Dave rolled a 9 for his Courage roll and added 3 to the score which meant that he had passed. In an action replay of the Legolas/Cave Troll combat, Dave and John tied the combat and went to a dice roll off. The result was a 1, victory for the forces of Moria. Boromir was surrounded so each attack was doubled, just enough to kill the heroic warrior.

Two down, two to go!



The hammer falls on Boromir!

TURN SEVEN

For only the second time in the game, the forces of Moria won Priority, and, as Dave expected, John called another heroic move with Frodo (expending his final Might point) to keep the Hobbits mere inches ahead of the enraged Cave Troll. Aragorn was attacked by the Goblin Captain and another Goblin, Gimli was again surrounded, and the rampaging Cave Troll raced towards Aragorn. The Wood Elves edged forward and began to set up a defensive screen that the Hobbits would be able to flee through next turn.

The Moria Goblin bowmen again targeted Merry, but once again went without a single wound! The Wood Elves showed their keen-eyed expertise when four of the sylvan bowmen fired at the hammer-wielding Cave Troll and finally brought an end to its reign of terror. Another five Elves fired at the Cave Troll chasing Frodo, but the Troll's heavy skin shrugged off the few arrows that found their mark. This dangerous foe was plunging too far into Lothlorien for John's comfort!

Aragorn fought well and won his combat but only caused a single wound on the daring Captain. Surrounded, things looked bad for Gimli as he lost combat, but the Dwarf's high Defense value meant that he was wounded only once. John used one of Gimli's Fate points to avoid any damage.

TURN EIGHT

With no Might points remaining amongst the Hobbits and a Cave Troll within charge distance, this turn's Priority roll was perhaps the most important of the game. Dave rolled a 4 and the room fell silent as John's die rolled across the table. Dave dropped to the floor as a 5 came up. Priority to the Fellowship AGAIN!

The weary Hobbits scampered away from the Cave Troll, and the Elves began to form their screen. Aragorn moved as close



The wounded Cave Troll pursues the fleeing Hobbits.

as he could towards the forest before he was swarmed by five Moria Goblins. Gimli was still pinned in combat, surrounded by six Goblins hungry for Dwarf flesh.

Seven of the Wood Elves fired at the enormous Cave Troll and, fortunately for John, it was enough to take the final wound from the beast. The Troll slumped dead in the middle of the clearing. John danced around as his last major threat was removed. The remaining Elven archers killed another Goblin. One lone Moria Goblin archer fired at the Wood Elves and missed.

John knew that Aragorn had to make it off the board to achieve the objective, and he started in that direction now. Winning the combat, Aragorn slew the Moria Goblin Captain and the Goblin blocking his escape route. In the other combat, despite the overwhelming numbers he faced, Gimli won and killed another Goblin.

TURN NINE

This turn the Evil forces caught a break and won priority, but the sneaky Aragorn called another heroic move to race after the Hobbits. John was heckled by the onlookers for leaving Gimli behind, surrounded by Moria Goblins. Haldir also called a heroic move to shepherd the Hobbits towards the depths of Lothlorien. A few Goblins tried to intercept Aragorn, but fell short of their goal. The Wood Elves moved forward to eliminate the Goblin threat once and for all.

Surprisingly enough, the Wood Elves shooting was ineffectual this turn, so there were no missile fire casualties for either side.

The only combat saw Gimli lose to the swarm of Goblins. As he was surrounded, Gimli had to suffer the wrath of twelve attacks. Much to Dave's dismay (and John's enjoyment) not a single wound was caused!



John observes Dave's strategy.



A wall of Wood Elf archers finally brings down the Cave Troll.

TURN TEN

With very few chances left, Dave needed to win Priority but luck was again with Aragorn and the Hobbits, who moved deeper into the forest. Things looked grim for the forces of Moria, so Dave decided to take down as many of the Wood Elves as he could. Gimli was still surrounded.

The Wood Elves able to shoot look down another Goblin. The lone Goblin Bowman failed to hit anything.

In the Combat Phase, Dave gained a bit of satisfaction as one Wood Elf was killed and another forced back by mere Goblins. John groaned as Gimli lost combat again and suffered a wound this time. Using his last Fate point he failed to prevent the wound. Another groan from John.

TURN ELEVEN

John was in a pretty comfortable position as the Fellowship took Priority for the eighth time. Aragorn and the Hobbits continued moving towards their goal. The Wood Elves closed in on the Moria Goblins, and Gimli remained trapped amidst a clatter of rusted weapons and screeching Goblins.

The Wood Elves managed to kill three Goblins but lost two of their number doing so. Gimli lost combat again (this time rolling double ones). Six turns of constant combat was to prove too much for the hearty Dwarf, as twelve attacks finally killed him.



The Wood Elves underestimated the ferocity of cornered Goblins, but by then it was too late for the forces of Moria.

TURN TWELVE

It was all over as John won Priority again and five members of the Fellowship crossed the line into Lothlorien.

Victory to the Fellowship!

HIGH DEFENSE VALUES

Cave Trolls are tough! When the Wood Elves were shooting at the Cave Troll, every hit required a roll of 6 to cause a wound. No wonder then that the spear-armed Troll made it so far into Lothlorien.

Gimli is even tougher! The Moria Goblins that had him surrounded from Turn Five needed to roll a 6 followed by a second roll of 4+. On average, twelve attacks will only cause one wound. The really scary thing about Gimli's Defense value of 8 is that even the mighty Cave Troll would need to roll a 5 to wound him!



The incredibly tough Gimli survived six turns in combat against hordes of Moria Goblins.

PLAYERS' CONCLUSIONS

Curses!

Dave: When Legolas held back to put a few arrows into the Cave Troll I thought that John was going to hand this game to me on a plate. John was a great opponent who played the game pretty much as I expected, and I'm glad I managed to keep the pressure on him until the final turns.

Cave Trolls are awesome! My Cave Troll with the hammer and troll chain took two wounds from Legolas's bowfire before making it into combat with the pesky Elf. With some help from a few Goblins, he smashed the hero into pulp. The Troll then took on Boromir and some more Moria Goblins helped by surrounding the mighty fighter. A few lucky rolls later and Boromir was also paste. 195 points of Fellowship fell to 75 points of Cave Troll (and a few Goblins). I like that result.

The other Cave Troll survived combat against Aragorn (just) and chased the Hobbits so far into Lothlorien it was almost an embarrassment to Haldir and his Wood Elves. I think the only thing that was missing in this fantastic game was another Moria Goblin Captain or two. Well-used Might points can make all the difference. I'm definitely going to include at least two Captains in the Gondorian force I'm building now!

Victory... barely!

John: My cunning plan to use Legolas as a diversion was a tad too effective and Dave took full advantage of my risky decision to deploy Legolas all by his lonesome. When Boromir fell to the savage might of a Cave Troll and two more of the Fellowship were tied up in combat, I really started to worry about my chances of success. Luckily, Gimli was as stalwart as ever and refused to succumb to the sheer weight of numbers until the very end of the game, and Aragorn once again proved that when all else fails, he will assuredly save the day.

Haldir and his Wood Elves coming out of hiding marked a turning point for me in the game, and their superior bowmanship really made a difference in the outcome. While all of the aforementioned heroes contributed to the victory, the real game winner for me was not a character but rather an ability.

The use of the Heroic Move rule was a crucial tactic in this battle enabling the Hobbits to keep out of charge range of the enemy even when Dave had priority for the turn. Without it, the Hobbits would have surely been caught by the Troll and the game would have been as good as over. In the end the battle was full of tension and excitement, and Dave proved himself to be a very cunning and skilled adversary.

BUILDING YOUR HEROES

Converting Captains and Standard Bearers

Looking for a few ideas on how to create some great Captains and Standard Bearers for your Orcs or Elves? Read on, Middle-earth general and learn how.

CAPTAINS

Captains and Heroes are a very important part of gaming with your forces, and creating unique models is an exciting part of your modeling and painting. Here are a few ideas (some simple, some complicated) to get you started. Keep an eye out on our website for some additional examples.

Most of these conversions involve head, arm, or weapon swaps, some of the easier conversions to attempt.

To transpose a head, hand, arm or other body part you will need a modeling saw. The blade of a modeling saw is very thin so as to remove as little material as possible. It is important to cut slowly and carefully to avoid breaking the delicate blade of the saw.

Transposed pieces may hold in place if

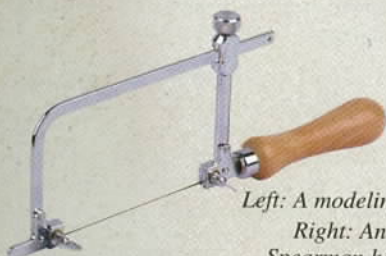


This simple Captain conversion made use of a sword cut from the Mounted Boromir model.

simply glued so long as there is sufficient anchorage. If not – and with hand transplants this is usually the case – it will be necessary to ‘pin’ the pieces together, and possibly fill some gaps with a two-part epoxy putty. For more information on the best way to do this take a look at the *Modeling Masterclass* article on page 102 of this issue.

MATERIALS REQUIRED:

- Clippers
- Modeling saw
- Pin-vice drill
- Rod for pinning (paper clips etc.)
- Brass rod (for banner poles)
- Epoxy putty (for filling gaps)



*Left: A modeling saw
Right: An Elven
Spearman head on
Elrond's body.*



This Moria Goblin was originally shooting a bow. This has been replaced with a sword and a shield.



This Elven Captain includes pieces from Elven Spearmen, Swordsmen, Archers, and Haldir.



Mordor Orcs are ripe for conversions, like the spear-wielding Captain to the left. However, the wide variety of models means that the Orc to the right could be designated as a Captain.



This mounted Captain of Gondor uses Elendil's head and a plastic Gondor shield.



*Above: A simple representation of the pinning process
Below: A pin vice drill*



This cool Mordor Orc Standard Bearer was based on the footage shown in the trailers for *The Lord of the Rings: The Fellowship of the Ring* movie (left).

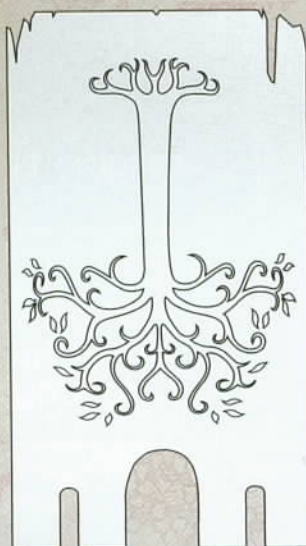


STANDARD BEARERS

One of the most impressive sights you can imagine on a battlefield is rank upon rank of hardy warriors advancing to engage their enemy, a disorderly mob that is charging towards them at full-pace. The thing that adds most to an impressive sight like this is a huge number of banners and pennants snapping in the wind. Converting your Standard Bearers can be very easy. A pin vice drill, a length of brass rod (available from most good hobby stores), and a pair of clippers can be all that's needed.

Once converted you can paint a simple (or even complicated) paper banner to add to the pole.

The banners here (left) can also be found on the Games Workshop website, in the *Lord of the Rings* hobby section. Feel free to download the PDFs and go to town converting and painting.



The most effective Standard Bearers are often made from spearmen models. Simply extending the spear shafts with brass rods and adding a really cool hand-painted banner.

For the Gondorian Standard Bearer shown here we used the same "spear extension" technique as for the Elven Standard Bearer and added one of the designs from the Games Workshop website.



This model was converted from the Mounted Boromir model