

£3.99
€6.50

FORTNIGHTLY

THE LORD OF THE RINGS

BATTLE GAMES

— in Middle-earth™ —

43



FARAMIR'S MEN ARE DRIVEN FROM OSGILIATH!

DEAGOSTINI
GAMES WORKSHOP®

NEW LINE CINEMA
A Time Warner Company



THE LORD OF THE RINGS

BATTLE GAMES 43 — in Middle-earth —

www.the-ring.net

HOW TO SUBSCRIBE

UK & REPUBLIC OF IRELAND

(Payment in £ Sterling or € in Republic of Ireland)

Customer Services: If you have any queries about

Battle Games in Middle-earth, please

telephone 08707 299 399 or fax 08706 060 447.

Subscriptions: You can arrange to have your packs sent direct to your door at no extra cost (UK only; £1.00 / €2.00 p&p for Republic of Ireland). For details, telephone 08707 299 399, fax 08706 060 447 or go to www.deagostini.co.uk.

Credit/debit card orders accepted.

Back Copies: These can be ordered from your newsagent.

Alternatively, telephone 08707 299 399,

fax 08706 060 447 or write to:

Battle Games in Middle-earth, Back Copies Department,
De Agostini UK Ltd, PO Box 600, Hastings TN35 4TJ. Credit/debit
card orders accepted. When ordering, please enclose:

1. Your name, address and postcode

2. The pack number(s) and number of copies required.

3. Payment of the cover price plus 50p / €1.00 per copy p&p.

Make cheques payable to De Agostini UK Ltd.

Binders: Please telephone 08707 299 399, or fax 08706 060 447.

AUSTRALIA

Subscriptions: Telephone (03) 9872 4000, fax (03) 9873 4988,

write to: *Battle Games in Middle-earth*, Bissett, PO Box 460,

Eastern MC, VIC 3110, or visit www.deagostini.com.au

Email: bissett@bissettmags.com.au

Back Copies: These can be ordered from your newsagent.

Alternatively, telephone (03) 9872 4000, or write to:

Battle Games in Middle-earth, Back Copies Department, PO Box 460,

Eastern MC, VIC 3110. Please enclose payment of the cover price

plus \$1.65 inc. GST per pack p&h.

Back copies subject to availability

Email: bissett@bissettmags.com.au

Binders: (for newsagent customers): Telephone (03) 9872 4000

or fax (03) 9873 4988.

NEW ZEALAND

Subscriptions: Telephone (09) 308 2871, fax (09) 302 7661, write to:

Battle Games in Middle-earth, Private Bag 47-906, Ponsonby,

Auckland or visit www.deagostini.com.nz

Email: subs@ndc.co.nz

Back Copies: These can be ordered from your newsagent.

Alternatively, telephone (09) 308 2871 or write to:

Battle Games in Middle-earth, Back Copies Department,

Netlink Distribution Co., Private Bag 47-906, Ponsonby, Auckland.

Please enclose payment of the cover price plus \$1.50 per pack p&h.

Back copies subject to availability.

Binders: Please telephone (09) 308 2871

SOUTH AFRICA

Subscriptions: Telephone (011) 265 4304,

fax (011) 314 2984, write to: *Battle Games in Middle-earth*,

Jacklin Enterprises, Private Bag 11, Centurion 0046 or visit

www.deagostini.com.za

Email (orders): subscribe@jacklin.co.za

(customer services): service@jacklin.co.za

Back Copies: These can be ordered from your newsagent.

Alternatively, telephone (011) 309 1900 or (011) 248 3500,

or write to: *Battle Games in Middle-earth*, Back Copies Department,

Republican News Agency, PO Box 101, Maraisburg, Gauteng 1700.

Please enclose payment of the cover price plus 2 Rand per pack

p&h. Back copies subject to availability

MALTA

Back Copies: These can be ordered from your newsagent.



VISIT THE DEAGOSTINI WEBSITE AT:

UK: www.deagostini.co.uk

AUS: www.deagostini.com.au

SA: www.deagostini.co.za

NZ: www.deagostini.co.nz

Visit the Games Workshop website at:

www.games-workshop.com

All materials pertaining to the New Line theatrical productions:
The Fellowship of the Ring, The Two Towers, and The Return of the King,
© MMIV New Line Productions, Inc. All Rights Reserved. The Lord of the
Rings and the names of the characters, items, events and places therein are
trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under
license to New Line Productions, Inc. and Games Workshop Ltd. Specific
game rules & game strategy copyright © Games Workshop Limited 2004.
All Rights Reserved. Games Workshop, the Games Workshop logo, are either
©, TM and/or © Games Workshop Ltd 2000-2004, variably registered in the
UK and other countries around the world. All Rights Reserved.
Brought to you by De Agostini UK Ltd, Griffin House,
161 Hammersmith Road, London W6 8SD.

Managing Editor: Ally Bryce

Production Controller: Mark Sanders-Barwick

ISBN 0 7489 7840 2 N43 04 09 15 Printed in Italy.

Editorial and design:

Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

Design Manager: Rowland Cox

Editor: Graham Davey

Layout: Darius Hinks, Peter Borlace, Glenn More

Content: Darron Bowley, Mark Latham, Richard Morgan,

Owen Barnes, Alessio Cavatore, Matthew Ward & Rick Priestley

No part of this product may be reproduced, stored in a retrieval system, or
transmitted in any form or by any means, electronic, mechanical, photocopying,
recording or otherwise, without the prior permission of New Line.

British Cataloguing-in-Publication Data:

A catalogue record for this product is available from the British Library.

Tools and materials suggested for use may be dangerous if used incorrectly
and Games Workshop does not recommend them for children under 16
without adult supervision.



Guide to Middle-earth 1

Discover the story of Faramir, the tragic hero of Gondor, once again forced to abandon the city he loves to the rampaging hordes of Mordor.



Playing the Game 2-5

Learn some new tactics for the army of Gondor to further improve your skills as a general.



Battle Game 6-11

In this Battle Game, Faramir tries desperately to slow the Orc advance so that his men may escape the burning ruins of Osgiliath.



Painting Workshop 12-15

Paint your armoured and mounted Faramir miniature using easy-to-follow techniques.



Modelling Workshop 16-21

Make a set of roads and a small bridge to complement your Gondorian city terrain.

DEAGOSTINI
GAMES WORKSHOP

Visit: www.lordoftherings.net

America Online Keyword:
Lord of the Rings

NEW LINE CINEMA
A Time Warner Company



THE LORD OF THE RINGS
SPECIAL ANNOUNCER
www.lordoftherings.net



The Failure of Faramir™

As the Orcs of Mordor pour into Osgiliath, slaughtering Men wherever they find them, Faramir is forced to sound the retreat. His heart heavy, he abandons the besieged city to Sauron's forces for the second time, pursued by the Dark Lord's hordes.

Shortly before the Council of Elrond, Osgiliath fell to the forces of Mordor and the shame of its loss was felt throughout Gondor. It was Faramir and his brother, Boromir, who managed to reclaim it in the name of their father Denethor, Steward of Gondor. However, Denethor blamed Faramir for the initial loss and never truly forgave his younger son. Once the city has been retaken, Sauron redoubles his efforts and orders his Orcs to make one more assault, determined to take Osgiliath to use as a base for the siege of Minas Tirith. When the Orcs assault Osgiliath across the Anduin, Faramir mounts a spirited defence, determined not to let the city fall again. But as wave after wave of Orcs land on the shores of the river, the situation begins to look hopeless. Faramir cannot prevent the loss of countless soldiers and, with too few Men to continue the fight, orders a full retreat to Minas Tirith.

In this Pack, we examine the army of Gondor and look at the tactics they employ in battle. The Battle Game recreates the retreat of Faramir's men, as he personally oversees their flight from Osgiliath, fighting tooth and nail to defend his followers.

In the Painting Workshop, we show you how to paint the metal Faramir on horseback model, provided with this Pack. Finally, the Modelling Workshop features roads and bridges of Gondor, allowing you to enhance your city terrain.

*'Tell the men to break cover.
We ride for Minas Tirith!'*

FARAMIR™

◀▶ TRAGIC CAPTAIN

Faramir tries valiantly to honour his father and his people, though the odds are stacked against him.





The Army of Gondor™

Lying immediately to the west of Mordor, Gondor forms the main line of defence for the Free Peoples against Sauron's forces. In this *Playing the Game*, we look at the soldiers of this noble land and their role in your *Battle Games*.



Ever since it was founded in the Second Age by Elendil, the land of Gondor has served as a bulwark against the malevolent incursions of the forces of Mordor. Foremost in the defence against Mordor are the cities of Osgiliath and Minas Tirith, which have resisted the incursions of Sauron's forces in the face of seemingly overwhelming odds. What the forces of Gondor lack in terms of numbers, they make up for many times over in valour and determination, enabling them to mount a staunch defence against the forces of The Enemy. Here, we look at the various types of troops available to a Gondorian commander, ranging from the rank and file of the Warriors of Minas Tirith to the mightiest Heroes in all Middle-earth. We also suggest some of the best ways these various warriors can be utilised on the battlefield.

◀ DEFENDERS OF THE WEST

The army of Gondor has defended Middle-earth against Sauron's incursions for thousands of years.

Choosing Your Force

The core of the army of Gondor is composed of Warriors of Minas Tirith. From previous Packs of *Battle Games in Middle-earth*, you should now have 24 of these, armed with a variety of equipment. In addition, the card Rangers included in Pack 26 expand the selection of troops available for you to field in your Gondorian force. To lead the army, you have a number of Heroes of Gondor available to you, such as Boromir and Faramir, but foremost among them is Aragorn, Isildur's heir. Rules and points values for the warriors and Heroes of Gondor can be found in Packs 23 and 26.



▲► LORDS OF GONDOR

The army of Gondor has a wide choice of Heroes who can lead it into battle against the forces of Mordor.





Weapons and Armour

One of the main strengths of the army of Gondor is the resilience of its basic soldiers, the Warriors of Minas Tirith. Their heavy armour gives them a significant chance of avoiding wounds from most adversaries. This ability to take punishment means you can afford to take risks that you could not when commanding more lightly armoured troops. Another strength of the Warriors of Minas Tirith is the wide selection of weaponry available to them, allowing them to be used in a variety of roles on the battlefield. For example, Warriors with spears can be paired up with Warriors carrying swords and shields to support them in combat. The option of taking a shield bolsters the Warriors' already high Defence, making them even harder to kill.



◀ ASSORTED WEAPONRY

The various weapon options available to the Warriors of Minas Tirith make them tactically flexible.

▶ SUPPORTING ROLE

Warriors armed with spears are ideal for assisting their comrades in combat.



◀ ARMoured BOWMEN

Even without the benefit of a shield, the Minas Tirith archers are more heavily armoured than most missile troops.



▶ CONCEALED THREAT

Protected by cover, the Rangers of Gondor are ideal for picking off the enemy from a distance.

Gondorian Shooting

As well as the bow-equipped Warriors of Minas Tirith, the army of Gondor also has its shooting capabilities bolstered by the Rangers of Gondor. Although more lightly armoured and therefore less resilient than the Warriors, the Rangers' superior Fight value, both up close and when shooting, balances against this. Keeping the Rangers concealed behind cover will serve to protect them against enemy attacks.

Cavalry

The Knights of Minas Tirith are one of the most hard-hitting troop types in the Army of Gondor. In addition to the normal benefits of being mounted on horses, as detailed in Playing the Game in Packs 14 and 40, they also carry lances, making them even more devastating when charging into combat. However, it is important to make sure that the Knights charge their foes and not the other way around. If charged by the enemy, Knights are no better in combat than Warriors of Minas Tirith and therefore far less effective than they have the potential to be. This can be avoided by tying up the enemy in combat with your basic troops before sending the cavalry charging in. Alternatively, a Hero accompanying the Knights will give them the option of performing a Heroic Move, ensuring they can charge.

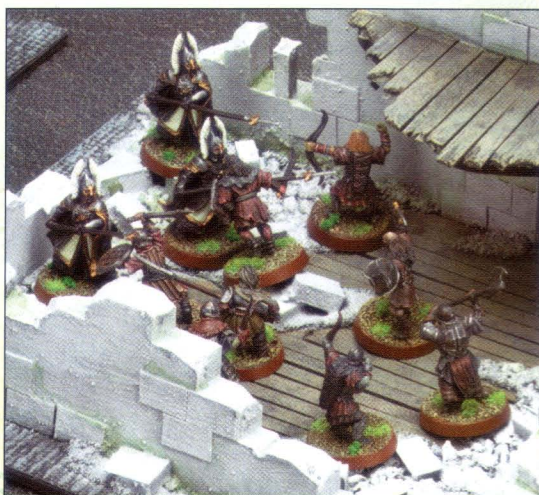


▲ FURIOUS CHARGE

The Knights' longer move range also makes it easier to ensure that they charge the enemy.

Elite Troops

The mightiest soldiers available to the army of Gondor are the Guard of the Fountain Court. They have a superior profile to a normal Warrior of Minas Tirith and are well equipped with spears and heavy armour. Their fighting abilities, combined with their ability to withstand damage, make them a formidable foe of the forces of Evil. However, their greatest asset is the Bodyguard rule, meaning that they are immune to Courage tests while the Hero they are protecting is still alive. This makes them particularly effective at dealing with enemies that cause Terror, such as the Ringwraiths.



◀ ELITE WARRIORS

The resilience and superior fighting skills of the Guard of the Fountain Court mean that they can hold their own even when outnumbered.

► VICIOUS IN COMBAT

In addition to their shooting abilities, the Ranger Captains also excel at close-quarter fighting.

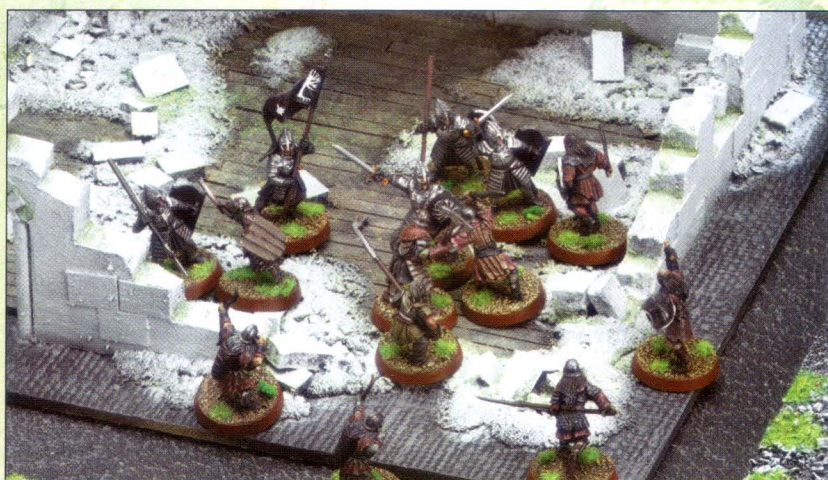


Captains

Captains of Gondor provide a means of bolstering the fighting ability of your forces, with their superior Fight and Defence values and the ability to use Might, Will and Fate. The wide variety of options available to the Captains mean that they can be suitably equipped to lead any of the different types of Gondorian troops. For example, giving your Captain a lance, heavy armour and a horse will mean he is ideally armed for fighting alongside Knights of Minas Tirith. Another option available to you is a Captain of the Rangers of Gondor, who differs from a similarly equipped normal Captain in that he has an improved chance of hitting with a bow.

Banner Bearers

As well as Captains, another means of improving your troops' performance is to include banner bearers of Minas Tirith, allowing nearby models to re-roll one dice when determining the winner of a fight. The advantages of having a banner bearer are somewhat offset by the fact that banner bearers themselves are not as effective in combat as their comrades. It is therefore important to make sure your banner bearers are well supported by other troops. Also, try to keep another of your models in base contact with your banner bearers at all times. If the banner bearer should be slain, the model in base contact will be able to pick up the banner in his place, meaning you will not lose the benefits of including a banner in your force.



▲ LEADING AND INSPIRING

Keeping your troops near both a Captain and a banner bearer greatly enhances their fighting effectiveness.



Heroes of Gondor

There are a wide variety of Heroes available to the Gondorian army, who can considerably enhance your force with their mighty deeds and fighting prowess. The most powerful of these is Aragorn Elessar, heir to the throne of Gondor. As with many elements of the Gondorian army, he can be equipped with various options to tailor him to the role you wish him to carry out on the battlefield. However, Aragorn's biggest benefit is the Mighty Hero rule. His free point of Might every turn gives him a huge advantage in terms of fighting ability and means he will still be able to perform Heroic Actions long after other Heroes have exhausted their store of Might.



▲ MIGHTY HERO

Aragorn calls a Heroic Move in order to seize the initiative and charge the Warg Riders.

► FEARSOME SOUND

By using the Horn of Gondor, Boromir can easily beat opponents with low Courage, such as Orcs.



Two of the most stalwart defenders of the realm of Gondor are Boromir and Faramir, the sons of the Steward. Boromir is one of the greatest fighters available to any army, with his high Fight value and immense store of Might points. On top of this, he can sound the Horn of Gondor to force a Courage test on any group of enemies that outnumbers him. Boromir's only real weakness is the fact that he has no points of Fate on his profile, meaning if he is unlucky enough to lose a combat, or is targeted by missile fire, he can be slain relatively easily. While not as powerful as his brother, Faramir is still a mighty warrior in his own right. Equipped with a bow, he is ideally suited to leading the Rangers of Gondor. Alternatively, he can be equipped to fight alongside the Knights of Minas Tirith, boosting the combat effectiveness of these powerful troops even further.

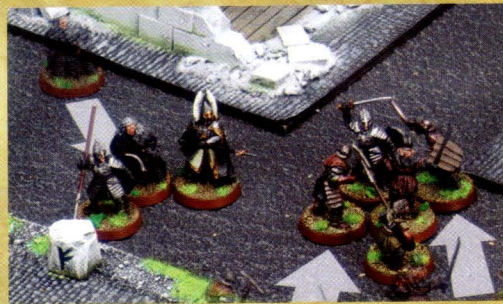


◀ HEROIC MOVE

Faramir declares a Heroic Move. The Knights therefore move before the Orcs, so that they gain their cavalry bonuses.

Adding Character

While their fighting abilities are not up to the standards of Boromir, Faramir or Aragorn, the inclusion of Pippin and Denethor can add a further interesting narrative element to your games. Although not strictly part of the army of Gondor, it would be perfectly reasonable to include Pippin, appropriately equipped with armour and using his improved profile, in any game taking place during the events of *The Return of the King*. Denethor's tendency to attack his comrades, due to the Broken Mind rule, can bring additional interest to games in which he is included.



► GUARD OF THE CITADEL

Although not the mightiest of warriors, Pippin can take care of himself against the Orcs with his improved profile.

◀ INSANITY

Plagued by madness, Denethor attacks two of his own soldiers, allowing the nearby Orcs to overcome the remaining Gondorians.





Retreat from Osgiliath™

With the collapse of Osgiliath's defences and the Orc invasion force pouring across the river, Faramir must rescue as many of the remaining troops as he can. In this Battle Game, we recreate the young Captain's escape from the doomed city.



The city of Osgiliath has fallen. Orcs surge across the river, overwhelming the Warriors of Minas Tirith and roaming freely about the city, slaying all in their path. Faramir perceives that the situation is hopeless for the troops placed under his command. Rather than see them needlessly slaughtered at the invaders' hands, he decides to call a retreat to the city of Minas Tirith. In this Battle Game, with all his lieutenants dead and the battle lines in chaos, it falls to the young Captain of Gondor to spread word of the retreat to those forces still within Osgiliath, before the minions of Sauron overrun them.

◀ THE CITY IS LOST!

Faramir and the few survivors attempt to fight their way to freedom.

THE COMBATANTS

For this game, the Good player will need the mounted Faramir model included as part of this Pack, as well as 6 Warriors of Minas Tirith armed with spears, 6 armed with sword and shield and 6 armed with bows. He will also need 6 of the card Rangers of Gondor figures that were included in Pack 26. The Evil player will need all the Orc Warrior models and card figures that have been included in Packs 17, 24 and 41, along with the Orc Banner Bearer model from Pack 42. He will also need the Orc Captain card figure from Pack 2 and a single Mordor Troll card figure from Pack 42.

► FORCES OF MORDOR

These card figures represent the various warriors engaged in the capture of Osgiliath.





CHARACTER PROFILES

Faramir™

As a wise and compassionate leader of Men, Faramir understands the futility of trying to hold the city of Osgiliath in the face of overwhelming odds. Such is his father's pride that he would have Faramir order his men to stand and die fighting, but Faramir cannot see good Warriors of Minas Tirith slaughtered for no gain. If he can rally a significant portion of the surviving garrison at Osgiliath, then he can retreat to Minas Tirith, where they can bolster that city's defence for the inevitable siege. Faramir can only hope that his father will see the wisdom of the retreat.

Mordor™ Invaders

Under the cunning leadership of the Witch King's lieutenant Gothmog, the Mordor Orcs have succeeded in taking the western shore of the River Anduin from the human defenders. Confronted by overwhelming odds, the defenders have little chance but to fall back before the hordes of Mordor warriors. Among these warriors, huge and mighty Mordor Trolls lend their weight to the assault, supporting the swarms of Orcs. Driven by a deep hatred of Men, the Orcs sweep the city clear of Gondorians and prepare to march on Minas Tirith. The shadow of Mordor has finally fallen over Osgiliath and engulfed it in Darkness.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Faramir	5/-	4	6	2	2	5	14cm/6"	3	2	2
Horse	0/-	3	4	0	1	3	24cm/10"	-	-	-
Ranger of Gondor	3/3+	3	4	1	1	3	14cm/6"	-	-	-
Warrior of Minas Tirith	3/4+	3	5 (6)	1	1	3	14cm/6"	-	-	-
Mordor Orc Captain	4/-	4	5	2	2	3	14cm/6"	2	1	1
Mordor Orc	3/5+	3	4 (5)	1	1	2	14cm/6"	-	-	-
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-

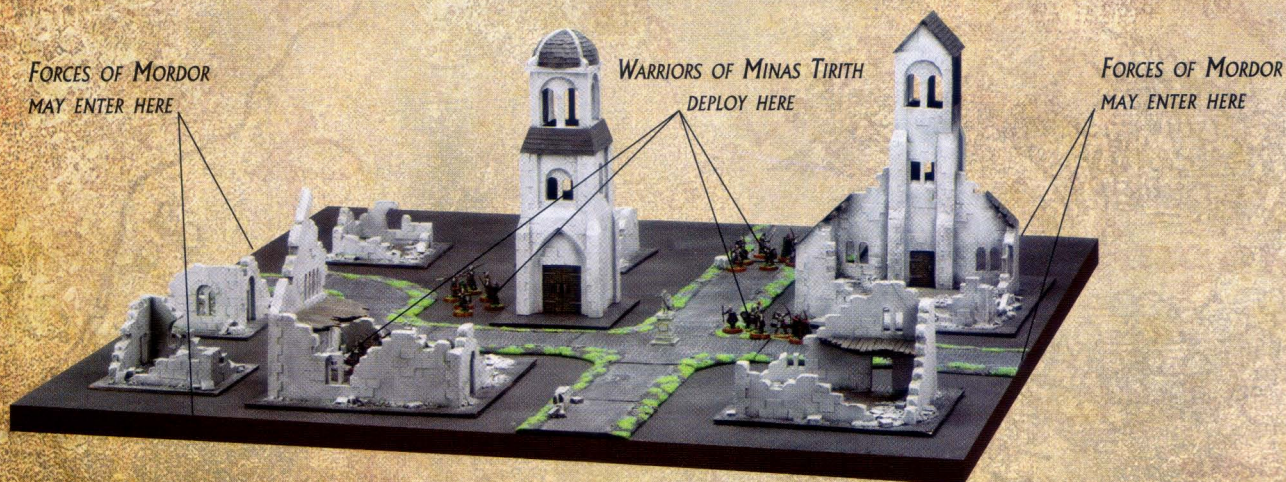
NB. Warriors are armed exactly as shown on the model. Any model with a shield increases its Defence value by one point.

The Gaming Area

The game is played on a 90cm/3' by 120cm/4' board. Place your network of Gondorian roads and Osgiliath ruins on the gaming area so they form part of the city. Other pieces of terrain can be added, such as walls and fences or even a dead tree, as long as they look appropriate to Osgiliath.

Starting Positions

The Good player divides his Warriors of Minas Tirith and his Rangers into four groups of six models each. He then places these groups anywhere on the table, as long as they are at least 24cm/10" from any board edge and 24cm/10" from another group. The models in a group of Gondorians should be deployed no further than 2cm/1" from each other. Faramir and the Evil force enter from the board edges as described in the Special Rules.





► LEADERLESS

The Gondorian soldiers can do nothing but shoot until Faramir gives the order to move.



◄ ENEMIES!

If the Evil warriors get too close, the Warriors of Minas Tirith and Rangers of Gondor may charge into combat.

Special Scenario Rules

Chain of Command

The Warriors of Minas Tirith are scattered and leaderless as the defence of the city falls apart. Due to their disorganised state, the Warriors of Minas Tirith and the Rangers of Gondor models cannot move until Faramir moves within 14cm/6" of them, after which they receive their orders and may move normally.

If any Evil warriors move within 14cm/6" of a Good model before Faramir has given them orders, they may attempt to charge the Evil warriors, after which they are free to move normally. They must still fight in combat as normal if charged by Evil models.

Though they cannot move until Faramir or an Evil model comes within 14cm/6", Good warriors armed with bows may fire as normal.

Sound the Retreat

At the start of the game, the Good player chooses one of the 90cm/3' table edges. This is the board edge that he must move his models off in order for them to escape. In addition, at the start of the Good player's first turn, Faramir will move onto the board from the opposite 90cm/3' table edge.



◄ RETREAT!

The Warriors of Minas Tirith try to organise a fighting retreat.



▲ OSGILIATH OVERRUN

Roll to see where each force of Mordor enters the battlefield.

Rampaging Orcs

As they roam through the ruined city, the Mordor Orcs and Trolls are closing in on the last pockets of Gondorian resistance. To represent the tightening net of attackers, divide the Orcs up into groups of 6 at the start of the game and roll a dice for each group. On a score of 1-3, the Evil player can move them on from either of the 120cm/4' table edges. On a roll of 4-6, they must enter from the same table edge as Faramir. Repeat this process for the Troll, Orc Banner Bearer and the Orc Captain.

WINNING THE GAME

- The Good side wins if half the Good models escape the board or all the Evil models are killed.
- The Evil side wins if more than half the Good models are slain.



▲ LAST LINE OF DEFENCE

The Warriors of Minas Tirith form a thin line between the might of Mordor and the kingdom of Gondor.

GOOD TACTICS

As the Good player, your forces will begin the game scattered across the table. This means you will need Faramir to organise your troops as quickly as possible. Some of your forces will be further from the escape board edge than others. It is worth moving Faramir towards these troops first, as they will need the biggest head start to escape off the board.

It is always worth bearing in mind in a scenario like this that the Warriors of Minas Tirith are trying to retreat. Try to avoid getting stuck in protracted combats, or wasting time having Faramir chase Orcs around the board.

One of the key advantages the Good player enjoys in this scenario is having Faramir mounted on a horse. The extra mobility, as well as the increased combat ability, makes him invaluable to the Good side. However, be careful about throwing him into the fray too readily, as if he becomes trapped amidst a horde of Orcs he might find himself the target of powerful enemies such as the Troll.



◀ RALLY THE TROOPS

Faramir weaves between the groups of Gondorians, organising the resistance.

▶ TACTICAL WITHDRAWAL

Instead of charging into combat, the Gondorians fall back towards the board edge.





▲ DIVIDE AND CONQUER

Use your troops to isolate the Good models.

► KILL THE CAPTAIN

Without Faramir, the forces of Good are far less effective.



EVIL TACTICS

Preventing the Warriors of Minas Tirith and the Rangers of Gondor from fleeing the board means getting into combat as quickly as possible. You might try to isolate and surround the smaller groups of Gondorians, especially if you can manoeuvre your troops so that you close with the Good models before Faramir has a chance to give them orders. You can also use your missile fire to take care of stragglers that are too far away to charge or too close to escaping the table. The Troll's ability to hurl rocks is a particularly effective method of killing a warrior at long range.

One of the most obvious ways to reduce the Good side's chances is either to trap Faramir in combat or to kill him. Even if you only manage to kill his horse, this will greatly reduce his effectiveness. Finally, you can attempt to move as many of your warriors as possible between the Gondorians and their escape board edge. This will force them to try to fight their way past your troops.

Next Pack...

Return to the Last Alliance!

Almost three thousand years before The Fellowship of The Ring was formed, Sauron brought Middle-earth to the brink of destruction. He unleashed his mighty armies upon the world, bringing a time of terrible darkness and bloody battle to the lands of the Free Peoples. Next Pack, we delve back into Middle-earth's past, back to the time of the Last Alliance, when Men and Elves fought side by side against the Dark Lord Sauron and his evil hordes. Over the next few Packs we will take a look at these turbulent times and the great heroes and terrible villains who fought in them, presenting rules, scenarios and profiles for use in your games.

► TIME OF HEROES

The Second Age was a period of war and strife.





Captain Faramir™

Forever in his brother's shadow, Faramir strives to distinguish himself from Boromir in the eyes of their father Denethor. This Painting Workshop shows you how to paint your mounted Faramir model, armed and armoured for battle.



Faramir is the second son of Denethor, Steward of Gondor. He is a brave and noble individual, who has fought long and hard for his kingdom and the wishes of his father. With his skilled Rangers, he scouts the northern reaches of Ithilien, hunting down the enemies of Gondor. As the shadow of war looms over Minas Tirith, Faramir dons his armour, ready to fight back the Mordor horde. As a lord of Gondor, Faramir wears the silver armour and black uniform of his people and rides into battle on a powerful warhorse. In this Painting Workshop, we show you how to paint your mounted Faramir model, building on the techniques we used to paint the Warriors of Minas Tirith in previous Packs.

◀ FULLY ARMoured

Faramir wears full plate armour for the bid to retake Osgiliath.

PAINTING ESSENTIALS

PAINTS REQUIRED

Additional Paints

In addition to the paints listed here, you will require all the paints you used to paint the Rohan Royal Guard's horse in Pack 40's Painting Workshop.

BOLTGUN METAL

BLACK INK
BLUE INK
CHAINMAIL
MITHRIL SILVER

SHINING GOLD
CODEX GREY
CHAOS BLACK
BESTIAL BROWN
BUBONIC BROWN
DWARF FLESH
FLESH WASH
BLEACHED BONE
SCORCHED BROWN

Warriors of Minas Tirith

You will find that, when painting your mounted Faramir model, it is similar in many ways to the Warriors of Minas Tirith models presented in Pack 23 and 33's Painting Workshops. While essentially they follow the same techniques and colour scheme, we have added a few new details to distinguish Faramir as a lord of Gondor.

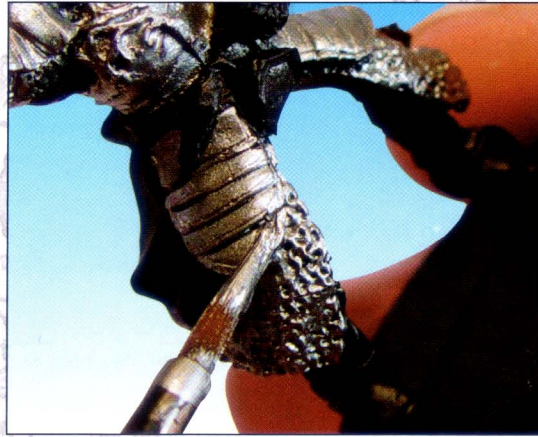




Painting Your Miniature

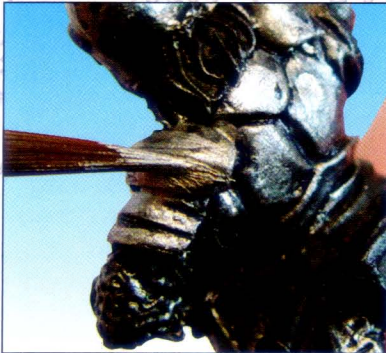
1 Base Colour

Once you have cleaned up your miniature and assembled the horse, undercoat Faramir and his mount with Chaos Black paint or spray. As with your other mounted models, you will probably find it best to paint the rider and mount separately. Temporarily sticking Faramir onto an infantry-sized base will also help. Starting with Faramir, first paint all of his weapons and armour with Boltgun Metal. This will cover the majority of the model, but avoid Faramir's tunic, gloves and boots – these remain black.



◀ Like the Warriors of Minas Tirith, the main areas of Faramir are silver.

▶ Adding a wash to armour picks out the detail and gives the plates a sheen.



◀ Highlighting the prominent plates gives the armour more definition.

2 Weapons and Armour

Once the Boltgun Metal base colour is dry, apply a wash made of equal parts Black ink, Blue ink and water. Adding the Blue ink gives the armour a sheen. Try to spread the ink out as much as possible to achieve an even covering. Once the ink wash has dried, go over the armour again with a light dry-brush of Boltgun Metal. Finally, apply first Chainmail and then Mithril Silver highlights to the armour. It's worth paying particular attention to Faramir's sword, as well as the White Tree of Gondor on his breastplate – make them brighter than the rest of the armour so that they stand out.

3 Helmet and Sword Hilt

As a finishing touch to Faramir's armour, you can add some gold detail to his sword and helmet. Very carefully paint a line of Chaos Black around the rim of the helmet. Using black will help to frame the gold paint and distinguish it from the silver of the helmet. Then carefully paint a thin line of Shining Gold over the black. The finished effect will help to give the helmet a more regal appearance and make Faramir stand out among the Gondorian soldiery. You can also add gold to the cross guard of Faramir's sword to make it look like the valuable weapon a Captain would carry.



▲ Subtle touches of gold on silver armour is an easy way to make it look more regal.



▲ Once the armour has been finished, the clothing and face can be painted.

4 Clothing

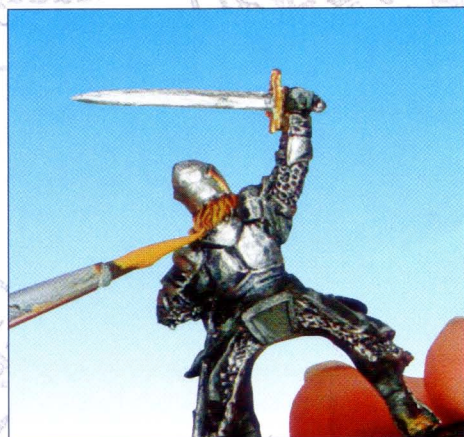
Faramir wears the black uniform of Gondor, much like all the Warriors of Minas Tirith. Using the techniques for painting black material from Pack 34's Painting Workshop, highlight Faramir's tunic and gloves with an equal mix of Codex Grey and Chaos Black. You can then sharpen these highlights with thin lines of Codex Grey. If the material now looks grey rather than black, darken it down with a wash of Chaos Black. You might also like to add some weathering to Faramir's boots, as in Pack 37's Painting Workshop.



◀ Faramir's uniform is identical to the colour of the Warriors of Minas Tirith.



► Weathering on Faramir's boots contrasts with his polished appearance.



◀ Faramir's brown hair stands out from his black uniform.



► Applying diluted Flesh Wash is a simple way to add detail to Faramir's face, which is obscured by his helmet.

5 Hair and Face

You can recapture the rugged appearance of Faramir by painting his hair and skin with exactly the same techniques used in Pack 26's Painting Workshop. First, paint the hair Bestial Brown and then dry-brush it with Bubonic Brown. Next, paint Faramir's face with Dwarf Flesh, followed by a watered-down Flesh Wash. This should pick out any details and darken the join between face and helmet. Finally, highlight the cheeks and nose with a mix of Bleached Bone and Dwarf Flesh. Once the face is dry, you can paint Faramir's beard in the same way as his hair.

TOP TIP

When painting areas that are difficult to reach, such as flesh that is partially concealed by helmets or clothing, using a wash is a good method for picking out detail. A wash also helps by adding shadow to the join between the area you are painting and the rest of the model.

'Captain Faramir, you have shown your quality, sir. The very highest.'

SAM™

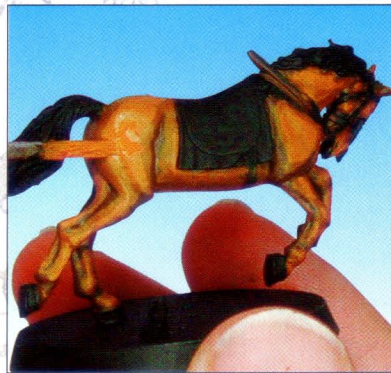


► Once Faramir's hair and face are finished, all he needs is his horse.

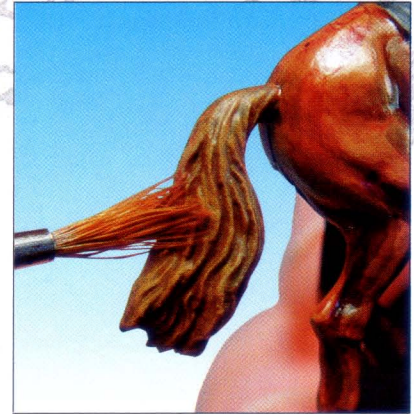


6 Faramir's Horse

Start by painting the horse's body, avoiding the mane, tail, saddle and armoured headpiece (the chanfron). To paint the body, use the same process as on the Rohan Royal Guard Banner Bearer's horse from Pack 40's Painting Workshop. Once the horse has been painted, apply Scorched Brown to the mane and tail of the horse. Dry-brush Bestial Brown over this dark base colour. This will make the horse's hair slightly darker than the body, but still brown.



◀ Use the layering effects from Pack 40 to paint the horse's body.



► Use colours that make the horse's hair darker than its body.

► The uniform of the soldiers of Gondor also extends to their mounts' tack and harness.



◀ The horses of Gondor have metal chanfrons, which are slightly different from those of Rohan.

7 Barding, Saddle and Harness

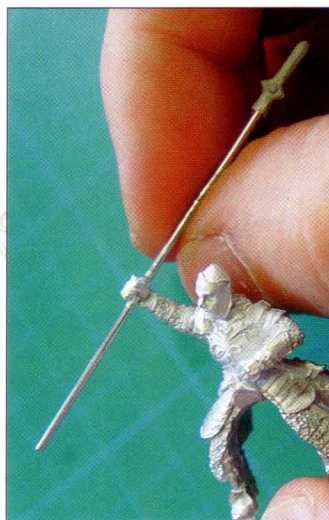
The horse's saddle and harness are already black, so you will just need to highlight them. Use the same technique as on Faramir's uniform, highlighting the black with a Codex Grey and Chaos Black mix and then pure Codex Grey. Finally, finish the horse by painting the chanfron. You will notice that the design of this headpiece is different from that of Rohirrim horses. To accentuate this difference, paint the horse's barding in the same way as Faramir's armour, using Boltgun Metal and Mithril Silver for the highlights.

Alternative Approaches

Adding a Lance

You can choose to give Faramir a lance, as it is one of the options available to him on his profile. Adding a lance to the model is an easy conversion – start by using the same techniques described for converting banner bearers in Pack 40's Painting Workshop. Rather than sticking a banner onto the metal rod, cut the top of a spear from a spare Warrior of Minas Tirith model and glue that on instead.

► The addition of a lance will give Faramir some more power with a charge attack.



▲ Faramir is now ready to lead the charge against the invaders of Osgiliath.



Gondorian™ Roads

The people of Gondor are the descendants of the fabled Númenóreans. Their cities are wondrous feats of architecture, criss-crossed by straight, cobbled roads. Here, we look at how to make roads appropriate for the cities and townships of Men.



▲ MARCH TO WAR!
The army of Gondor marches forth to meet its foes.

Unlike the wilderness roads and pathways you made in Pack 26, the roads found in civilised places are more uniform and practical. Rather than being worn into the landscape, they are often raised above the ground level to provide drainage, while a stone surface makes them hard-wearing under the wheels of carts and the hooves of horses.

In this Pack, we look at how to construct a network of town roads, along with a variety of additional details to make them suitable for use in Osgiliath or Minas Tirith. Also, on pages 20-21, we look at how to build a Gondorian bridge to seamlessly link your new roads to your existing river sections from Pack 14. As well as the materials listed below, you will need the modelling essentials detailed in Pack 35's Modelling Workshop.

YOU WILL NEED

Gondorian Roads (pages 16-19)

FOAM CARD
PATTERNED WALLPAPER
MODELLING SAND
GRAVEL
THIN CARD
2CM/1" THICK STYRENE
STATIC GRASS
CHAOS BLACK, CODEX GREY,
FORTRESS GREY AND
SKULL WHITE ACRYLIC PAINTS

Gondorian Bridge (pages 20-21)

5MM/¼" HARDBOARD
FOAM CARD
THICK CARD
PATTERNED WALLPAPER
MODELLING SAND AND FLOCK
CHAOS BLACK, CODEX GREY,
FORTRESS GREY, SKULL WHITE,
ENCHANTED BLUE AND GOBLIN
GREEN ACRYLIC PAINTS



1 The Bases

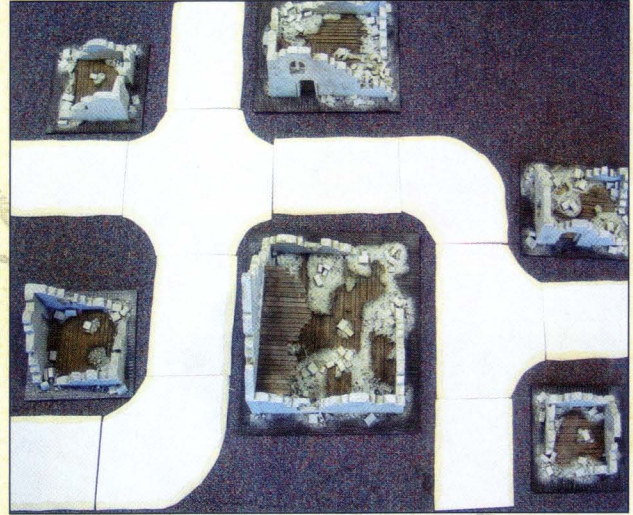
The basic road shapes are made of foam card. The road will be made in sections, most of which will be straight. However, you will also find it useful to make some corners (L-shapes), T-junctions and at least one crossroads.

The straight sections can be between 15cm/6" and 20cm/8" long, but must all be the same width. We recommend making them all 12cm/5" wide. Mark the road surface itself to be 8cm/3" wide, running along the centre of the section. The extra 2cm/1" on either side will allow you to carve a slope along the edges so that the roads blend in with your gaming table. To achieve a smooth slope, use a sharp knife to cut away slivers of foam card.

When you come to marking out the junctions, remember that all the exit points need to match up with the straight sections, as shown. The junctions are made by applying the same techniques to the different-shaped bases.

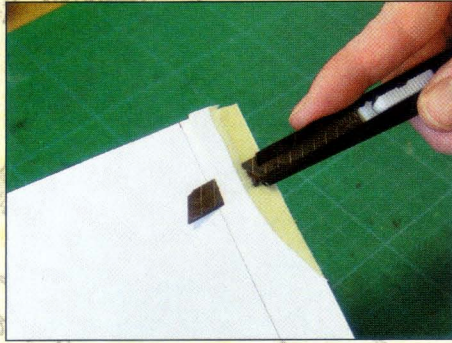
► PLANNING A ROUTE

Lay out the sections to ensure they match up before proceeding.



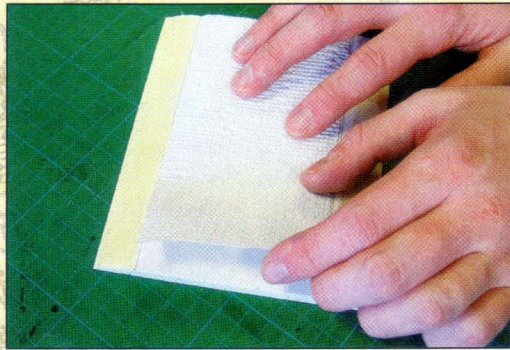
◀ CARVING THE SLOPE

Use a sharp knife to slope the edges of the roads.



► STICKING WALLPAPER

Patterned wallpaper makes an ideal, ready-made texture for the road surfaces.



2 The Road Surface

Cut a strip of cobblestone-patterned wallpaper to the size of your road section, ensuring that it is exactly 8cm/3" wide at each end so that it will perfectly match your other sections. Stick this to the top surface of the road with PVA glue. Make sure that you press out any wrinkles and bubbles so that the wallpaper dries flat and smooth.

3 Texturing the Slopes

Using PVA, stick modelling sand to the slopes of the road. Be sure to overlap the wallpaper slightly, as this will help to cover the gaps between the wallpaper and the foam card. Leave this to dry thoroughly before moving on to the next step.

◀▶ APPLYING SAND

Use modelling sand to add a rough texture to the roads' edges.





Adding Details

1 Ruined Roads and Rubble

The roads of Osgiliath have come into a state of disrepair after countless bombardments by Orc siege weapons. To represent ruined roads, first carve out some small holes and cracks from the surface, then glue modelling sand around the edge of the holes and leave it to dry. You can give the impression of a city under siege by adding piles of rubble to the roads, too. Simply stick down a few rectangular 'bricks' of foam card, along with some gravel and sand, in small patches. When dry, this will resemble fallen masonry from nearby buildings.

► POTHOLES

The road can be enhanced further by gouging out potholes.



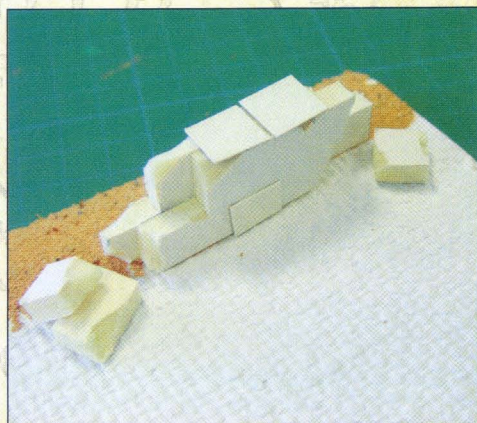
◀ RUBBLE

Patches of rubble represent the crumbled buildings and monuments of Osgiliath.



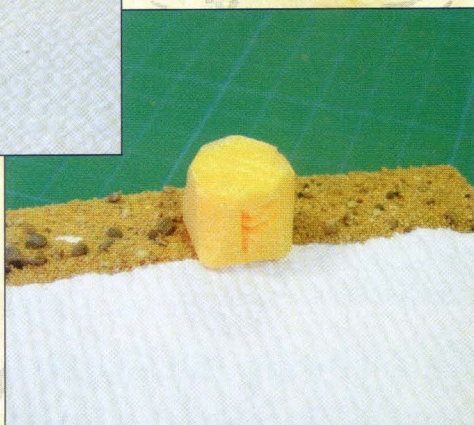
◀ ADDING WALLS

Two pieces of foam card glued together make a realistic wall.



► CARVED MILESTONE

This milestone has had a rune carved into it with a sharp craft knife.



2 Walls and Milestones

Another detail you can add to your road sections is a ruined wall. Simply cut two small pieces of foam card, about 2cm/1" high, and glue them together to resemble a small section of wall that has crumbled after heavy bombardment or neglect. Stick this at the side of the road, running parallel to the road surface. Add card tiles to the top of the road and a few fallen, foam card bricks at either end to finish it off.

Milestones are also a very simple feature to add to your roads. In ancient times, these stones would have been essential directional markers. To make them, simply cut a small block out of a spare piece of styrene and stick it to the side of your road, as shown. If you're feeling particularly artistic, you can try carving runes or numerals into the side, using a craft knife.

3 Statues

Small statues look great on road sections, especially in the centre of the crossroads. Make the plinth of the statue in exactly the same way as the ones from Pack 33's Modelling Workshop. The statue itself can be a spare plastic Gondorian miniature or even an appropriate model you may have bought. We used a Second Age Man of Gondor because it looked more ancient, as befits a grand statue of Osgiliath or Minas Tirith.



◀ THE STATUE

Notice how a small tile of card has been used to add a plaque to the podium.



Alternative Approaches

Different Road Surfaces

We used patterned wallpaper to make the road surface in this Modelling Workshop. However, this is not the only material you can use. Other possible surfaces include plaster filler, into which you can score a cobbled effect of your own using a pencil, or stick down card paving stones to make a paved road surface. You could make tiled roads by using patterned plastic sheets, available from specialist model shops. Finally, you could try making a mosaic road by simply finding a book on mosaics and photocopying a suitable design. This copy is then glued down and the texture added afterwards. As long as you are very careful when painting the model, this is an effective technique for creating unusual roads.



▲ MOSAIC ROAD

Photocopied or printed designs look great and are a simple way to achieve complex-looking results.



◀ TILED ROAD

This road was made by gluing a sheet of patterned plastic card to the top surface, although you could easily use tiles of thin card instead.

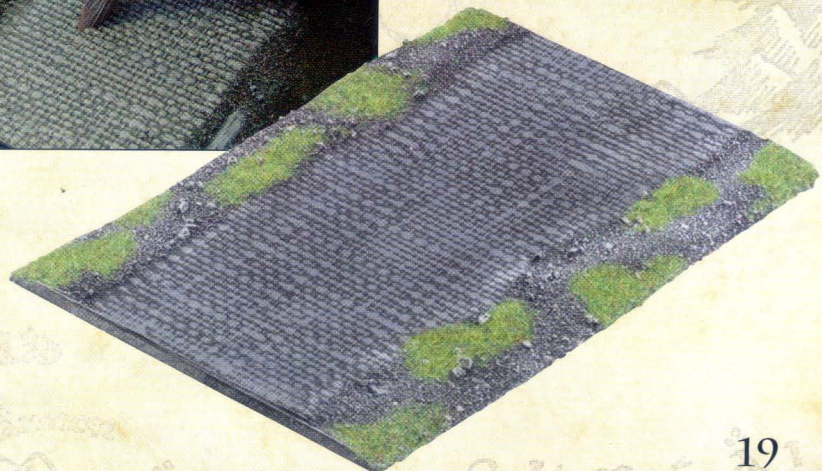
4 Painting the Roads

Roads are very simple to paint. Begin by undercoating each section with Chaos Black. Remember not to use spray paint, as it will melt into the foam card. Once the undercoat is dry, give the whole section a heavy dry-brush of Codex Grey, followed by a lighter dry-brush of Fortress Grey. A very light dry-brush of Skull White can be applied to the sand to help differentiate between the two areas of texture. When the paint is dry, use PVA glue to add small patches of static grass. With this done, your road section is complete.



◀ DRY-BRUSHING THE ROADS

Highlight the roads by dry-brushing grey onto them, providing a simple stone effect.



► THE FINISHED ROAD

Once you've added a little static grass, the road is ready to use in your Battle Games.

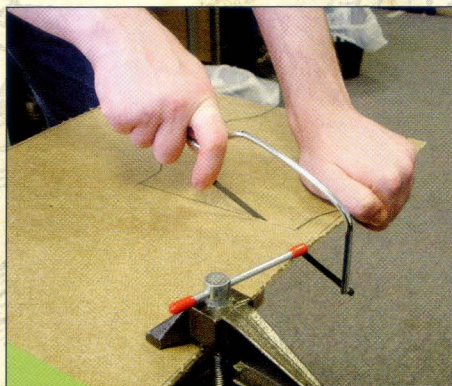


Gondorian™ Bridge

Although bridges found in the wilds and in small villages are often simple, wooden affairs, those in the larger cities and towns of Gondor are much sturdier. Here, we look at how to make a simple humpback bridge to provide a crossing point for your rivers.

1 The Base

It is important that the base of the bridge is the same thickness as your river sections. If the foam card you used for the roads is the correct thickness, use it to make the base. Otherwise, you will need some hardboard as in Pack 15's Modelling Workshop. Either way, try to make sure that the extended middle parts of the bank will match up with this Pack's road sections. Rather than build up the banks at this stage, leave them until a later Step. It may help, however, if you draw onto the base the position of the water, taking care to match up each end with your river sections.

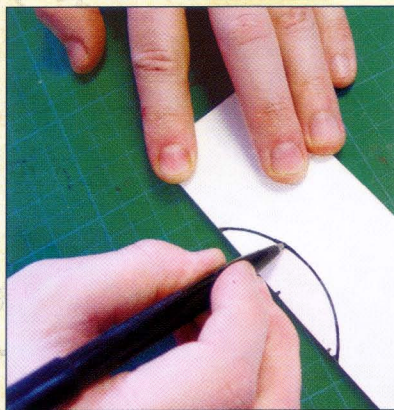
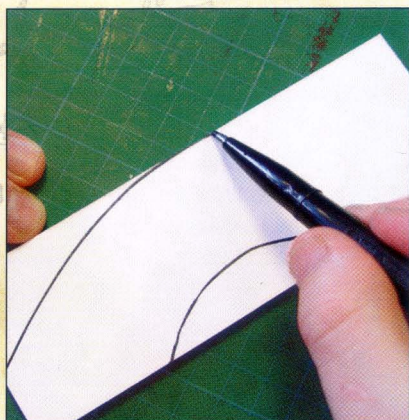


◀ CUTTING THE BASE

Unless your previous river bases are the same thickness as your foam card, you will need to use hardboard as the base.

▶ THE ARCH

Ensure that the arch will reach across the river.



▶ DRAWING THE CURVE

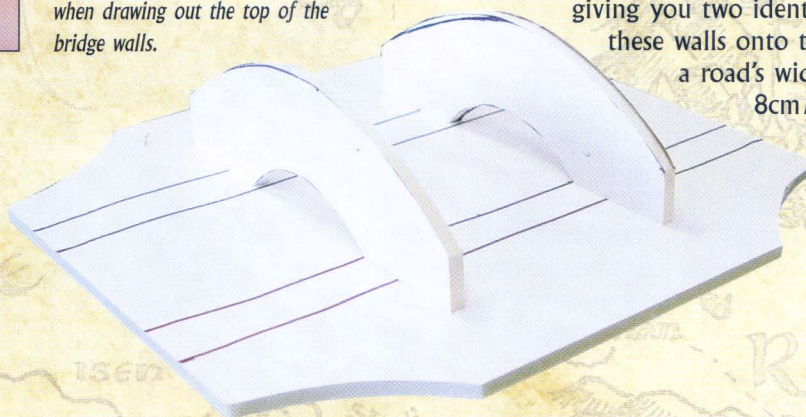
Be careful to get a smooth curve when drawing out the top of the bridge walls.

2 The Bridge Walls

Although stone bridges come in many shapes and sizes, we will be looking at how to make a humpback bridge. The side walls of the bridge need to be constructed first. Begin by cutting a rectangle of foam card, approximately 15cm/6" by 5cm/2". From this, cut an arch shape out of the middle of one of the long edges. The arch should span the same distance as the water parts of the river sections. Draw a curve across the other long edge of the rectangle as shown, so that the tallest point is in the centre, tapering down to approximately 2cm/¾" at each end. Cut this curve out, too. Finally, draw around the wall shape you now have onto another piece of foam card and cut it out, giving you two identical walls. Glue these walls onto the bridge base, a road's width apart (about 8cm/3").

▶ ASSEMBLED WALLS

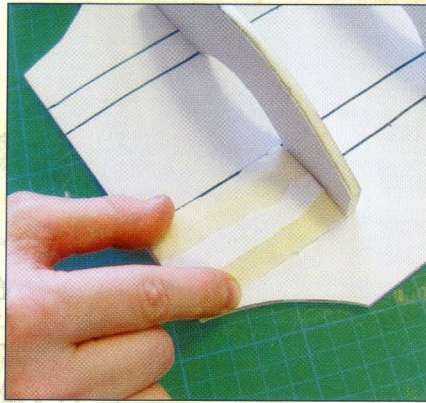
Make sure the walls are parallel to each other, as you will need to fit the road between them later.





3 Building the Banks

Now that the walls are in place, you can build up the riverbanks in the same way as described in Pack 15. You will need to build the banks in sections this time because they will be intersected by the walls. If you are using foam card, you can slope the banks with a craft knife, removing the need to use plaster filler to smooth them. Before moving on to the next stage, paint all the parts of the river that will lie under the bridge Chaos Black, as these will be hard to reach later.

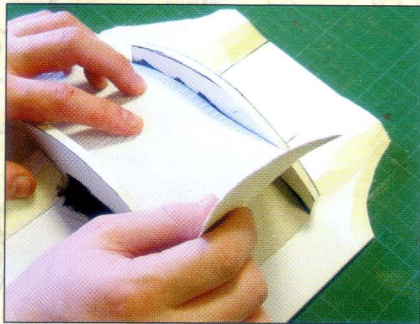


◀ FOAM CARD BANKS

Foam card is a versatile material for making smooth, natural-looking riverbanks.

▶ CURVED WALKWAY

Make sure that you bend the card to shape before gluing it between the walls.



◀ ROAD TEXTURE

A strip of wallpaper will make the bridge section match your roads.

4 The Road

The road is made in two stages. First, you will need to make the curved walkway that spans the river; then the road surface that will match up with your new road sections. For the curved walkway, simply take a piece of thick card the same width as the gap between your bridge walls, and bend it until it stays in a curved shape. Glue it to the inside of the walls, above the arches, with each end touching the banks of the river section.

For the road surface, cut a strip of patterned wallpaper as wide as the walkway. It should be long enough to stretch all the way across the bridge section. Use PVA glue to paste the wallpaper down, making sure that there are no air bubbles or creases as you go.

5 Texturing and Painting

Glue modelling sand over the banks, slightly overlapping the wallpaper in the same way you did to the roads earlier. To add detail to the bridge, add thin card tiles to the top edges of the walls and card brick shapes to the sides. Once these details have dried, give the bridge walls a coat of textured paint, then undercoat the whole model with Chaos Black paint.

Paint the road and banks in the same way as the road sections earlier. The water is painted in exactly the same way as in Packs 14 and 15, using a combination of Chaos Black, Enchanted Blue and Goblin Green paints. The bridge itself is painted like the Osgiliath ruins from Packs 33 and 34. Once the model is painted, give the water a thick coat of PVA glue to make it shiny. Finally, stick modelling flock to the outer edges of the banks so that they match your other river sections.

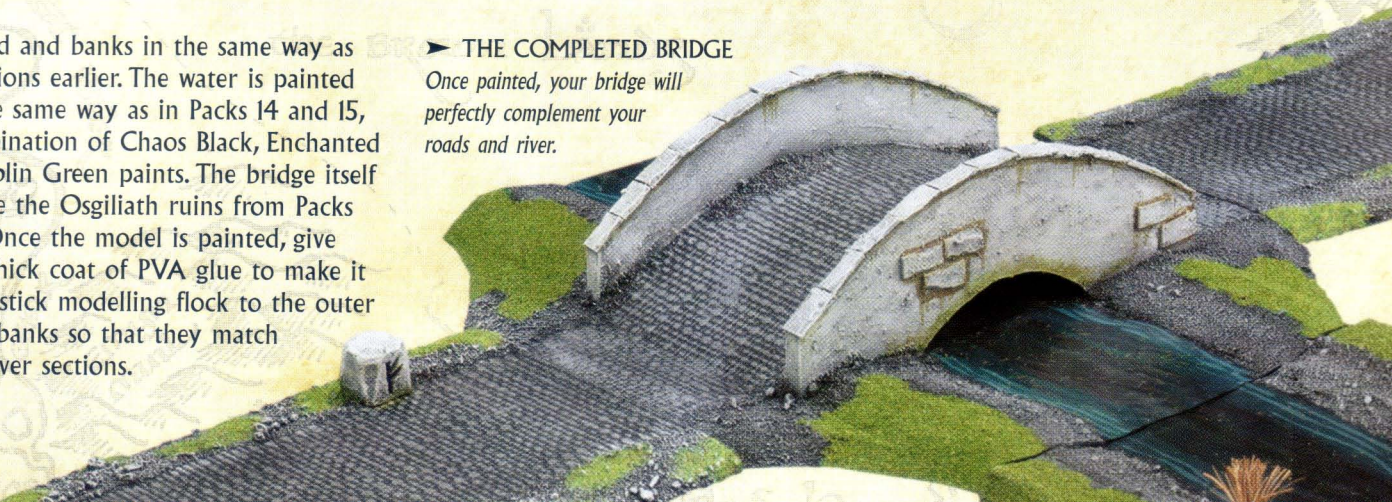


◀ PAINTING THE BRIDGE

Use the same colours to paint the bridge walls as on the Osgiliath scenery from earlier Packs.

▶ THE COMPLETED BRIDGE

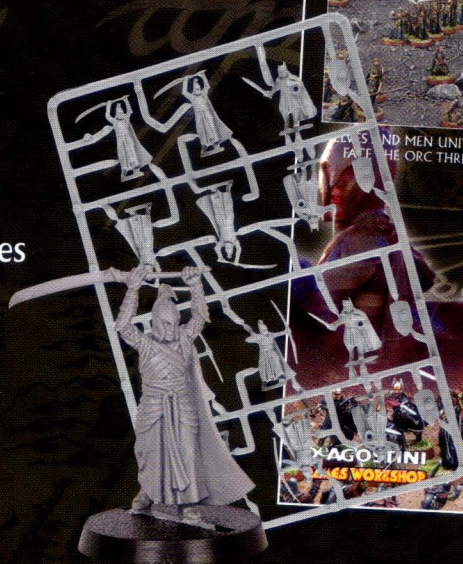
Once painted, your bridge will perfectly complement your roads and river.



IN YOUR NEXT GAMING PACK...

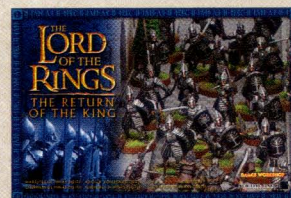
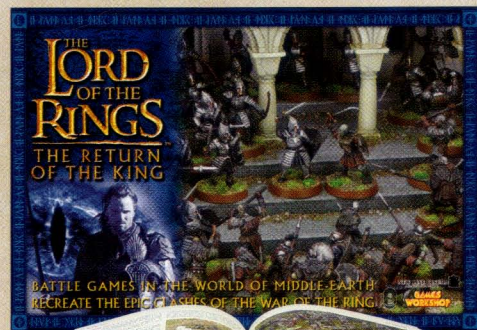
The Last Alliance of Men and Elves is assembled!

- Utilise new strategies to enhance your Battle Games
- Recreate the Second Age battles between Orcs and the Free Peoples
- Paint your plastic Men and Elves
- Build a fully modelled set of modular terrain boards
- **PLUS:** 4 plastic Men of Gondor and 8 plastic Elves



THE LORD OF THE RINGS THE RETURN OF THE KING

Battle Games in Middle-earth is just one part of *The Lord of the Rings* tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.



For more information ring 0115 91 40000 or visit: www.games-workshop.com



Models supplied with *Battle Games in Middle-earth*™ are not suitable for children under 3 years due to small parts and essential pointed components. Citadel Miniatures are fine scale models designed for gamers and collectors. Retain packaging for future reference. All materials pertaining to the New Line theatrical productions: *The Fellowship of the Ring*; *The Two Towers*; and *The Return of the King*. © MMIV New Line Productions, Inc. All Rights Reserved. The Lord of the Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. Specific game rules & game strategy copyright © Games Workshop Limited 2004. All Rights Reserved. Games Workshop, the Games Workshop logo, are either ®, TM and/or © Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All Rights Reserved.

