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# THE LORD OF THE RINGS

## BATTLE GAMES

— in Middle-earth™ —

THE  
FELLOWSHIP  
OF THE RING™  
EDITION



FRODO FACES THE  
DEADLY RINGWRAITHS!



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# THE LORD OF THE RINGS

## BATTLE GAMES

— in Middle-earth —



### Guide to Middle-earth™

1

Frodo must accept the quest to take The Ring to Rivendell, but is his will strong enough for him to resist its terrible power and become its bearer?



### Battle Game

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The road to Rivendell is a perilous one as our two players prove in this exciting Campaign Report, where Frodo must make his way to the Elven refuge.



### Painting Workshop

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This workshop presents a step-by-step guide to painting your mounted Arwen figure, covering detailed approaches to her horse and her passenger, Frodo.

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# Journey to Rivendell™

*Entrusted with The Ring, Frodo must venture forth from the safety of the Shire and carry his deadly burden to Rivendell. Along the way, the young Hobbit and his companions must face many dangers, including the dreaded servants of Sauron.*

**B**rave and honest, Frodo Baggins does not hesitate when his old friend Gandalf the Grey asks him to bear the terrible burden of The Ring away from the Shire. Taking up the mantle of Ringbearer, the young Hobbit accepts his task and prepares to make for the small village of Bree. Fortunately for Frodo, he does not have to make his perilous journey alone, as his friends and companions come to keep him company and see him safely on his way. First among these courageous and resolute travellers is Sam Gamgee, Frodo's gardener and closest friend, on hand to keep his young master from harm. Also, Peregrin Took and Meriadoc Brandybuck find themselves unwittingly embroiled in the Ringbearer's quest, eager to aid a friend in need. As the four Hobbits leave the boundaries of their homeland, they find themselves thrown into a dark and dangerous world of adventure. Hunted by the Nazgûl, the soulless servants of Sauron, they must travel first to Bree and then on to the Elven settlement of Rivendell. During this harrowing journey, they find other allies to help them on their way, such as the mysterious Ranger, Strider, and the beautiful Elf maiden Arwen.

*'Get out of the Shire.  
Make for the village  
of Bree.'*

GANDALF™

In this special Pack of *Battle Games in Middle-earth*, we examine Frodo's journey from the Shire to Rivendell and the deadly perils he must overcome to succeed. The Battle Game presents an exciting Campaign Report, recreating these first, memorable adventures for Frodo, following his evasion of the Ringwraiths at the Bucklebury Ferry, Bree and Weathertop and, finally, Arwen's desperate race to Rivendell. Additionally, in the Painting Workshop, we will show you how to paint your Arwen miniature for use in your Battle Games.



#### ◀▲ CARRIED TO SAFETY

*Arwen is among those that understand the terrible importance of The Ring, and would gladly give her life to protect its bearer.*





# The Road to Rivendell™

The Nazgûl have descended upon the Shire seeking The One Ring, forcing Frodo and his friends into flight. In this special Campaign Report, we follow the Ringbearer and his companions on their dangerous journey to Rivendell.



When Frodo inherits his uncle's magic ring, he has little knowledge of its insidious and malign power. Unknown to the young Hobbit, the servants of the Dark Lord already seek The Ring, and every day their search draws them closer to the Shire. Gandalf, aware of this impending danger and the true nature of The Ring, advises Frodo to take the cursed object away from the land of the Hobbits. So it is that Frodo and his companions set off for Bree and the beginning of their great and perilous adventure.

In this special Campaign Report, Owen and Glenn recreate Frodo's memorable journey from the Shire to Rivendell. Taking control of Frodo and his allies, Glenn must try to guide the Ringbearer safely to the end of his journey, while Owen commands the dreaded Ringwraiths in their single-minded pursuit of the Ring of Power.

## ◀ HUNTING THE RINGBEARER

From the moment Frodo and his companions leave the Shire, they are shadowed by the terrible Black Riders.

## THE COMBATANTS

In this campaign, the Good player will need Frodo, Sam, Merry, Pippin and Aragorn as well as the mounted Arwen figure included with this Pack. The Evil player will need the Witch-king and 4 Ringwraiths on foot. He will also require 9 card-figure mounted Ringwraiths included both in this Pack and Pack 37.

### ► HEROIC HOBBITS

Frodo and his companions face the dangers of Middle-earth together.



### ◀ FRODO'S ALLIES

Arwen and Aragorn are among those that help Frodo in his journey.





## The Campaign

'The Road to Rivendell' campaign follows Frodo's adventures from leaving the Shire to Arwen bearing him across the River Bruinen into the lands of her father, Elrond of Rivendell. Presented here are the special rules and scenarios you will need to play this exciting and fast-paced campaign. The scenarios are presented in the order they should be played.



### ◀ EPIC JOURNEY

*Leaving the Shire is the first step in what is to become an epic adventure for the four Hobbits.*



### ▲ DESPERATE CHASE

*Frodo and his companions try to evade the Ringwraith and make it to the safety of the ferry.*

## 1 Flight to the Ferry

No sooner have the Hobbits left the Shire than they discover that they are being hunted by mysterious and frightening riders in black. With the dreaded creatures close on their heels, they must make a mad dash for the Bucklebury Ferry and try to cross the Brandywine River ahead of their pursuers. 'The Flight to the Ferry' scenario was presented in *Battle Games in Middle-earth Pack 37*.

### Special Campaign Rules

There can be no draw result in this scenario, so the Good player can still win even if Merry and Pippin are killed.

At the end of this game, the Good player must roll a dice for any of the Hobbits that were killed, including Frodo. On a roll of a 1, they begin the next game without any points of Might, Will or Fate. A roll of 2 or 3 indicates they begin the game with no points of Fate, but will recover their Might and Will. If the Good player rolls a 4, 5 or 6, then they begin the next game with all of their stores intact.

## 2 Escape from Bree

Having arrived in the village of Bree, Frodo and the other Hobbits discover that Gandalf is not there to meet them at the Inn of the Prancing Pony. Instead, Strider comes to their aid, saving them from a midnight attack by the Nazgûl and leading them out of the village. The 'Escape from Bree' scenario was presented in Pack 61.

### Special Campaign Rules

There can be no draw result in this scenario, so the Good player can win if Merry, Pippin or Sam are killed, if they move off the Ringwraiths' board edge, or if Frodo leaves the board while wearing The Ring.

At the end of this game, the Good player must roll a dice for any of his models that were killed. On a roll of a 1, they begin the next game without any points of Might, Will or Fate. A roll of 2 or 3 indicates they begin the game with no points of Fate, but will recover their Might and Will. If the Good player rolls a 4, 5 or 6, then they are unaffected.



### ▲ DEADLY HUNT

*In this scenario, the Ringwraiths scour the village of Bree for Frodo and his allies.*





### 3 Attack at Weathertop

Having fled the village of Bree, Aragorn leads the Hobbits deep into the wilds, hoping to avoid pursuit from the Ringwraiths. Taking shelter at the ruined watch-tower of Amon Sûl, Frodo, Sam, Merry and Pippin try to recover from their harrowing journey so far. However, it is not long before the Nazgûl strike once again, relentless in their hunt for The Ring. The 'Attack at Weathertop' scenario was presented in Pack 37.

#### Special Campaign Rules

There can be no draw result in this scenario, so the Good player can still win even if one or more of their Heroes besides Frodo are killed, or if Frodo is wounded.

At the end of this game, the Evil player must roll a dice for each Ringwraith that was destroyed during the game, including the Witch-king. If he rolls a 1, 2 or 3, then he must reduce the number of mounted Ringwraiths in the next scenario by 1. On a 4, 5 or 6, they may be used as normal next time.



#### ▲ FROM THE SHADOWS

*The Witch-king and his Ringwraiths appear from the shadows to attack the beleaguered Hobbits and their guide Aragorn.*



### 4 Race to Bruinen Ford

With Frodo seriously wounded by the Morgul blade and slipping closer to death, Arwen must carry him to the safety of Rivendell as swiftly as possible. Close on her heels the nine Nazgûl move in for the kill, riding their crazed steeds almost to death in a final attempt to capture The Ring before it passes into Rivendell. The 'Race to Bruinen Ford' scenario is detailed fully on pages 5, 6 and 7.

#### Special Campaign Rules

Getting Frodo to Rivendell is vital for the young Hobbit's survival. Such is the vital importance of the scenario that it will count as two victories rather than one for determining the overall winner of the campaign.

#### ◀ FLIGHT TO RIVENDELL

*Arwen races to the ford with the Ringwraiths in close pursuit.*

### Continuing the Adventure

If you enjoyed this mini campaign, there are other ways to continue the adventures of The Fellowship. Packs 59–62 of *Battle Games in Middle-earth* contained full rules for a *Fellowship of The Ring* campaign, while Games Workshop produces a *Mines of Moria* campaign pack that details the next stage of The Fellowship's journey, including the battle at Balin's Tomb and Gandalf's confrontation with The Balrog at the Bridge of Khazad-dûm.

### WINNING THE CAMPAIGN

The player who wins the most games in the campaign will be the overall winner. Remember that the Race to Bruinen Ford counts as two victories, so it is impossible to draw the campaign.





# Race to Bruinen™ Ford

Arwen carries the wounded Frodo to her home, Rivendell, desperately trying to outrun her pursuers. Here, we present the rules to this new special scenario, in which you can recreate her dramatic race to Bruinen Ford.

## BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Arwen	6/-	3	3	1	2	6	14cm/6"	1	4	1
Ringwraith	5/-	4	8	1	1	6	14cm/6"	0	7	0
Horse	0	3	4	0	1	3	24cm/10"	-	-	-

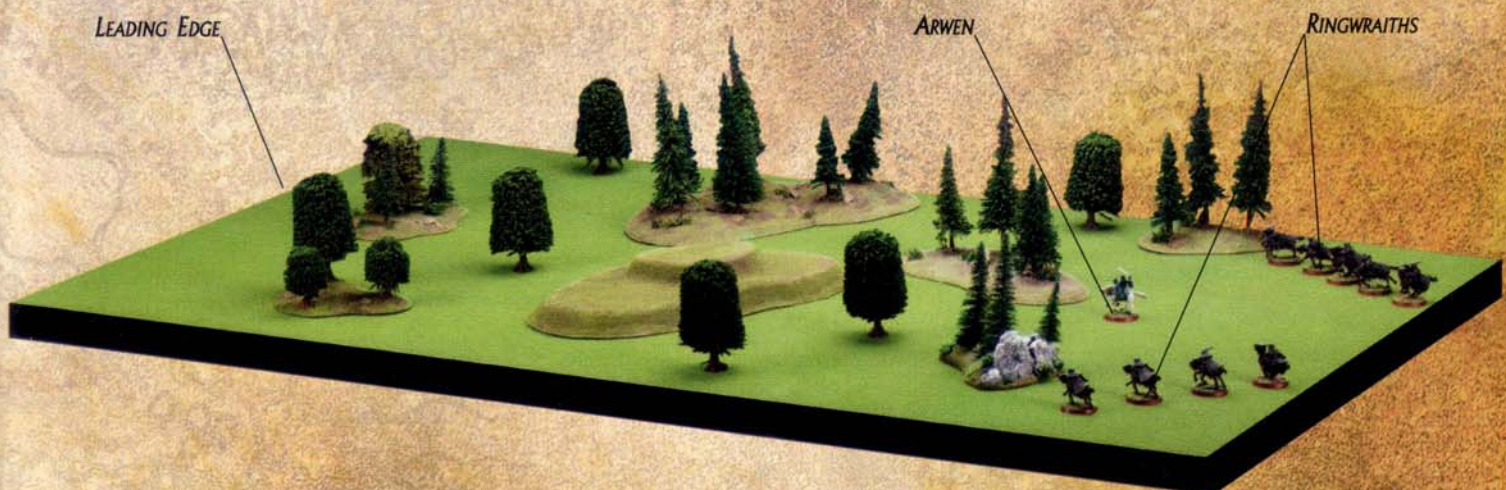
**NB.** Though Arwen carries Frodo as a passenger he is too badly wounded to fight and as such, his profile has not been included.

## The Gaming Area

This Battle Game is played on a 150cm/5' by 90cm/3' board. Place hills, trees and rocks anywhere on the battlefield to create an area of wilderness. You will also need a river and ford to be placed later in the game as described in the special scenario rules.

## Starting Positions

Deploy Arwen anywhere on the board within 30cm/12" of one of the short edges. Place the nine Ringwraiths anywhere within 24cm/10" of the same edge, no closer than 30cm/12" to Arwen. The edge furthest from Arwen is known as the 'leading edge' as detailed in the special scenario rules.





## Special Scenario Rules

### Sequence of Play

This scenario uses two phases – the Chase phase and the Evasion phase – to recreate Arwen's desperate gallop to the ford. These phases replace the Move, Shoot and Fight phases. In this scenario, neither player rolls for priority, as the order in which models may be moved is detailed below. In addition, both Arwen and the Ringwraiths are far too concerned with controlling their steeds to use magic during this scenario.

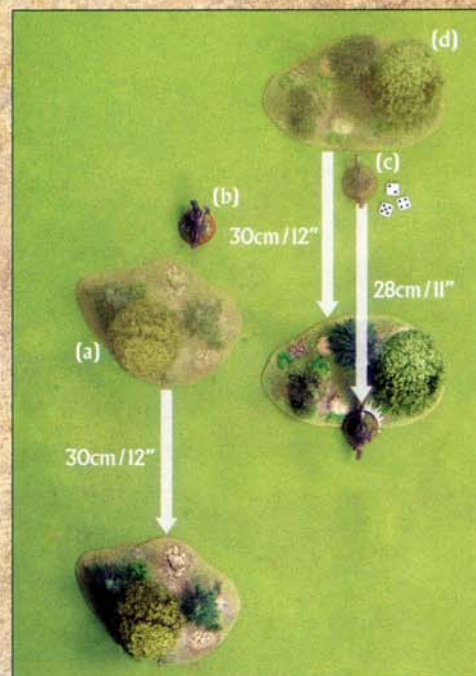


◀ **MODEL DIRECTION**  
In this scenario, the direction in which a model is facing is determined by that of the horse's head.

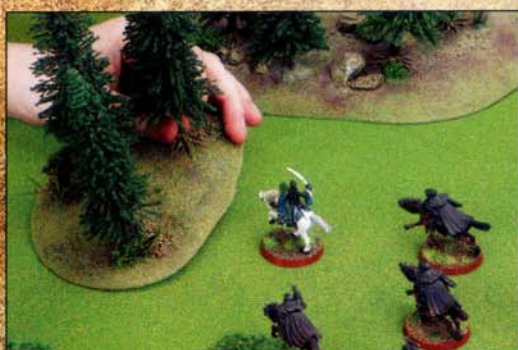
### The Chase Phase

At the start of every turn, all the terrain on the board moves away from the leading edge to create the illusion of speed. Riders have the option of keeping up their breakneck pace, thus holding their position on the board, or reining in their horses and moving back – possibly to avoid collision with terrain.

- Starting from the end of the board furthest from the leading edge, deal with each piece of terrain and Rider in turn. Terrain will be moved away from the leading edge and Riders will have the option of either keeping pace and not moving or reining in to avoid collisions.
- In this scenario it is important to know which way your models are facing, i.e. in which direction the figure appears to be moving. Models that are facing more than 45 degrees away from the leading board edge are unable to keep up their pace and are moved back 30cm/12" in the same way as the terrain.
- Terrain is moved 30cm/12" away from the leading edge. If any part of the terrain piece is moved off the end of the table it is 'recycled' and immediately placed at the front of the chase. The players take turns to place this recycled terrain, starting with the Evil player. Roll two dice and add the results together. Place the terrain anywhere on the board this distance in inches, or twice the number rolled in centimetres, from the leading edge. Terrain may not be placed within 5cm/2" of another terrain piece or model.



▲ **ROLLING TERRAIN**  
The trees (a) move first, then the Ringwraith (b) keeps pace and remains still. The other Ringwraith (c) must rein in to avoid the tree (d), but fails and is struck.



- When Arwen moves within 45cm/18" of the leading board edge, the Good player places the river and ford onto the table in the same way as other recycled terrain. This is a single terrain piece, spanning widthways across the board, with the ford in the centre.

#### ◀ RECYCLING TERRAIN

As soon as a piece of terrain moves off the board, one of the players returns it to play, placing it in the path of the racing models.



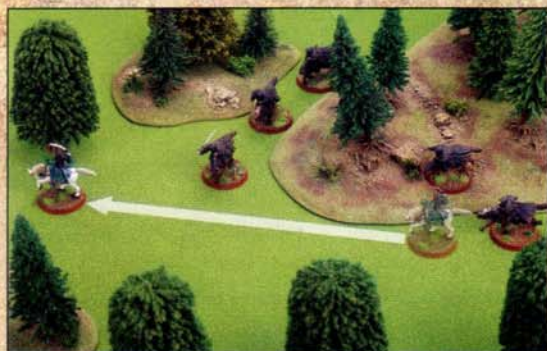


Models may either keep up their galloping pace, thus holding their position on the board, or rein in their horse. If you choose to rein in your rider you can roll either one, two or three dice and move them that number of inches, or double that number of centimetres, directly away from the leading table edge. If this movement takes the model into contact with a piece of terrain that has already been moved it is halted immediately with no ill effect.



#### ◀ REINING IN

*The Ringwraith reins in his horse to avoid running into the trees ahead.*



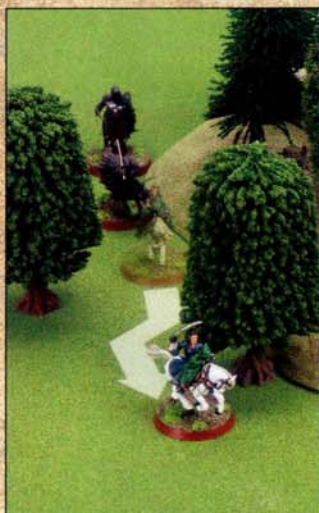
#### ◀ BLINDING SPEED

*Arwen urges her horse to greater speed, racing ahead of her attackers.*



#### ▲ CRASH!

*Unable to avoid the woods, the Ringwraith crashes into the trees and suffers a Strength 6 hit.*



#### ▲ RIDING HARD

*Because of the speed of the chase, models can only make slight turns as they race along.*

## The Evasion Phase

Once the Chase phase is complete, the players may move their models starting with the rider closest to the leading edge, followed by the next closest and so on. Models may move up to 14cm/6" in their turn, making a 45-degree turn for every full 5cm/2" that they move. Alternatively a model may spur its steed to greater speed allowing it to move 28cm/12", but may make only a single 45-degree turn at the end of their move.

- If, at any time during the Chase phase or the Evasion phase, a model comes into contact with a piece of terrain, with the exception of reining in as detailed above, then they may be unhorsed and suffer an immediate Strength 6 hit. If they survive then they may continue as normal. Arwen may expend Fate points to save Wounds inflicted in this manner.

- If a model moves into contact with a friendly model in either phase then it must halt its movement immediately but is otherwise unaffected.
- If a model moves into contact with an enemy, then it also halts immediately, but must fight a round of combat. In this way it is possible for a model to fight several times in the same turn if more than one enemy moves into contact with it.
- Such is the speed of the chase that models cannot target horses during these glancing attacks.

## WINNING THE GAME

- As soon as Arwen reaches the far side of the ford, she will invoke the magic of her lands and sweep away the Ringwraiths, winning the game for the Good player.
- If Arwen is killed before she reaches the ford, then the Evil player is the winner.





# Flight to the Ferry

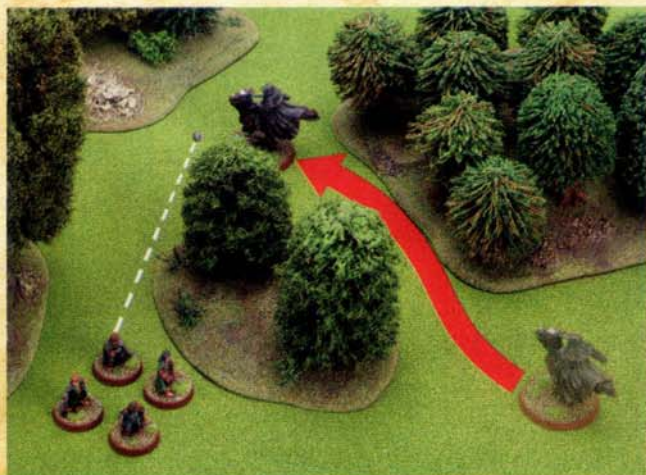
Starting the 'Road to Rivendell' campaign, Glenn and Owen played their first game – 'Flight to the Ferry'. Glenn would be controlling Frodo and his companions, while Owen takes the role of the dreaded Ringwraiths hunting them.

## Campaign Report

This campaign recreates the first leg of Frodo's epic quest, following his adventures from leaving the Shire to passing into the lands of Rivendell. To complete the campaign, Owen and Glenn would need to play four scenarios – 'Flight to the Ferry', 'Escape from Bree', 'Attack at Weathertop' and finally 'Race to Bruinen Ford'. The first step for Glenn was to get Frodo safely to the Bucklebury Ferry.



## Timely Distraction



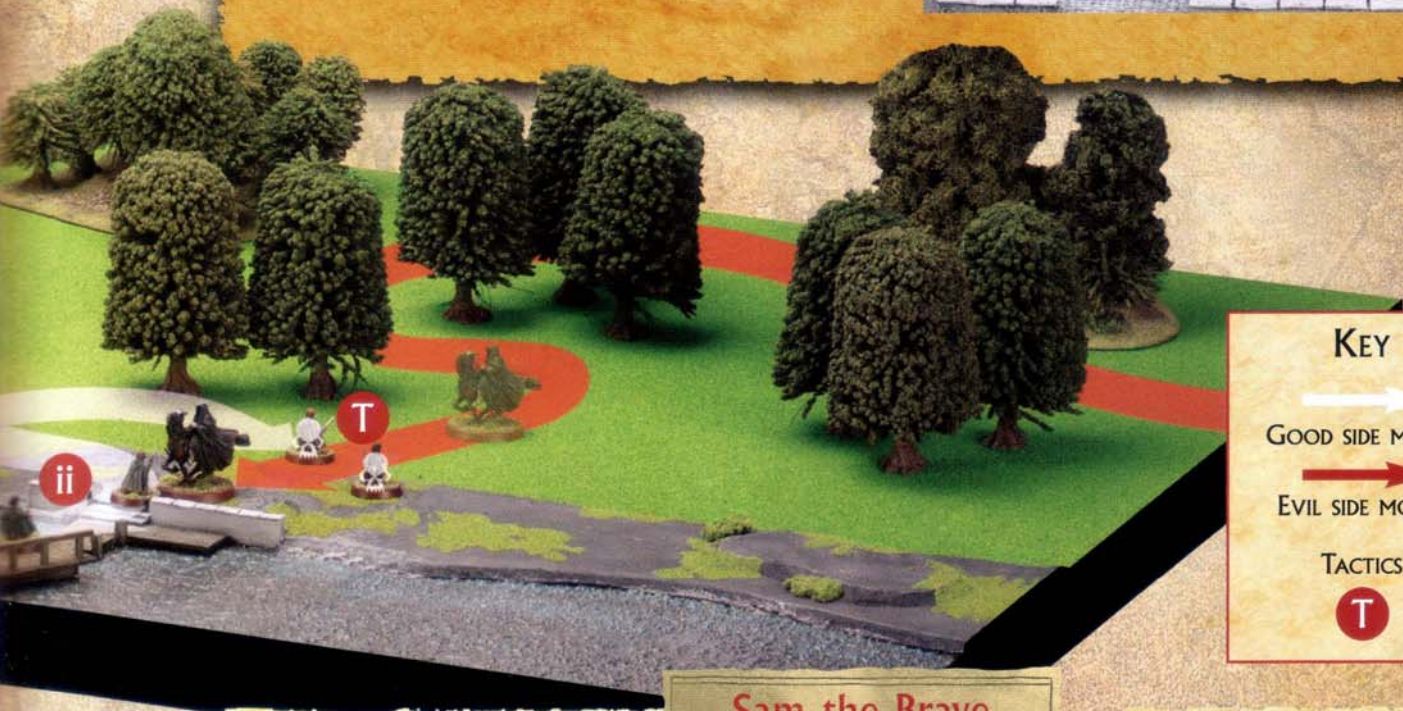
**i** In this game, the Hobbits must move about very carefully so as not to alert the hunting Ringwraith. Glenn kept his models close to the terrain as he tried to get them as near to the river as possible without alerting the hunting Ringwraith. However, a few bad dice rolls almost spelled doom for the small group of Hobbits before their quest had even begun, as Owen had almost managed to move his Ringwraith into position to charge them. Fortunately for Glenn, he managed to put the Nazgûl off the scent using the Throwing Stones special rule, forcing Owen to move away from his models' hiding place.





## Merry and Pippin

**T** Glenn – ‘In many of the scenarios involving the four Hobbits together, losing Merry and Pippin will not cost you the game. As a result, they can sometimes find themselves undertaking insane acts of bravery so that Frodo can make his getaway. This turned out to be the case in ‘Flight to the Ferry’, where I used them to hold back the Ringwraith. When my Hobbits broke cover to make for the Ferry they covered Frodo and Sam’s retreat. Unfortunately, this meant they had to face the full force of the charging Nazgûl alone and were mercilessly cut down while fending off the deadly foe.’



### KEY

→  
GOOD SIDE MOVES

→  
EVIL SIDE MOVES

TACTICS



## Sam the Brave

**ii** Even with the sacrifice of Merry and Pippin, the Ringwraith remained close on Frodo and Sam’s heels. In an effort to buy Frodo some more time, Glenn moved Sam to cover his master’s retreat. Confident his Ringwraith could deal with the diminutive Hero, Owen charged his Black Rider into combat. Amazingly, however, the stout Hobbit managed to win the fight against the Black Rider and drove him back away from the dock. This allowed Glenn to move his two remaining models onto the ferry and win the game.







# Escape from Bree™

*With Glenn claiming victory in the first game, Owen was keen to even the score. This might prove easier in this scenario as, having been taken out of action in the previous game, both Merry and Pippin began this game with no Fate points remaining.*

## Narrow Escapes



**i** Once again it was up to Glenn to sneak his models past Owen's Ringwraiths – this time through the moonlit streets of Bree. The addition of Aragorn meant that Glenn could be bolder with his choices, as he would have a sound warrior to call upon in case he had to fight his way free. However, Owen had more Ringwraiths this time, and the first few turns of the game saw several narrow escapes by the Good models.



## Cut Off



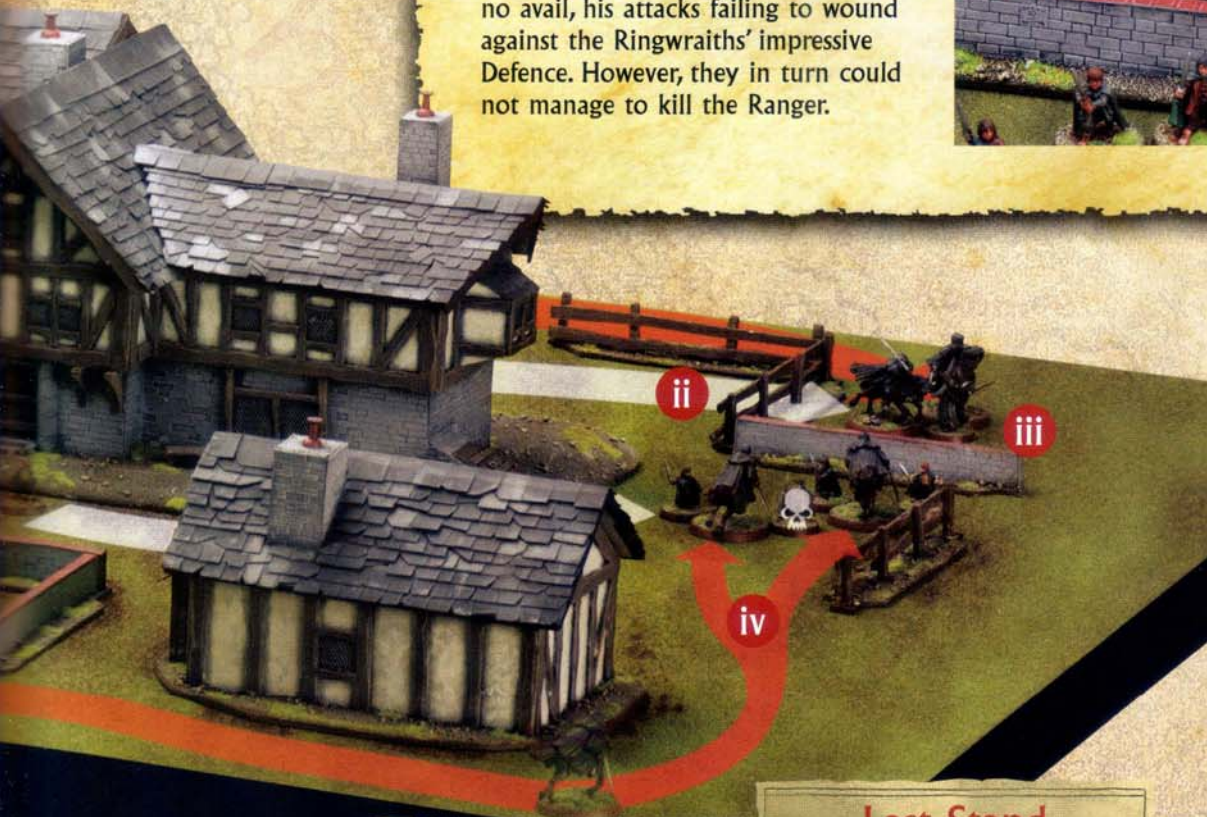
**ii** After almost being detected several times it became apparent to Glenn that he would need to fight his way out of the village if he was to have any hope of winning. Championing the breakout, Aragorn led the Hobbits in a mad dash toward the edge of the village trying to slip between the closing lines of Black Riders. However, no sooner had the Good models made their move than they were descended upon by four Ringwraiths, blocking their path and dashing their hopes of an easy escape.





## Aragorn Trapped

**iii** Despite his mighty combat skills, Aragorn was struggling against the Ringwraiths. Using two of his four Nazgûl to hold the Ranger in combat, Owen sent the others after Frodo. Glenn tried to break Aragorn free several times but to no avail, his attacks failing to wound against the Ringwraiths' impressive Defence. However, they in turn could not manage to kill the Ranger.



### KEY

GOOD SIDE MOVES

EVIL SIDE MOVES

TACTICS



## Last Stand

**iv** Without Aragorn to come to their aid, and unable to outrun the closing Ringwraiths, Glenn prepared for a last stand with Frodo and his Hobbits, hoping that Sam could once again face down a Black Rider in combat. Owen took this opportunity to unleash the Nazgûl's magic, Transfixing both Frodo and Sam before charging into combat. With such odds against them they were unable to resist the Black Riders' attacks. Frodo was slain and Owen had won.







# Attack at Weathertop™

*In this scenario, Glenn would be facing a tough fight. Having had all of his Hobbits killed in the previous game, most would start without the benefit of their Fate points, making it even easier for Owen's Ringwraiths to claim victory.*

## From the Darkness

**i** It seemed luck was once again in Owen's favour, as the Ringwraiths managed to creep forward to the edge of the ruins without being detected. This rapid arrival of the Nazgûl forced Glenn to rush Aragorn into combat to protect the Hobbits, without stopping to take up a flaming brand from the fire. This meant that, even though he was able to halt their attack, they remained within the ruins and dangerously close to Frodo.



## Flames and Fear



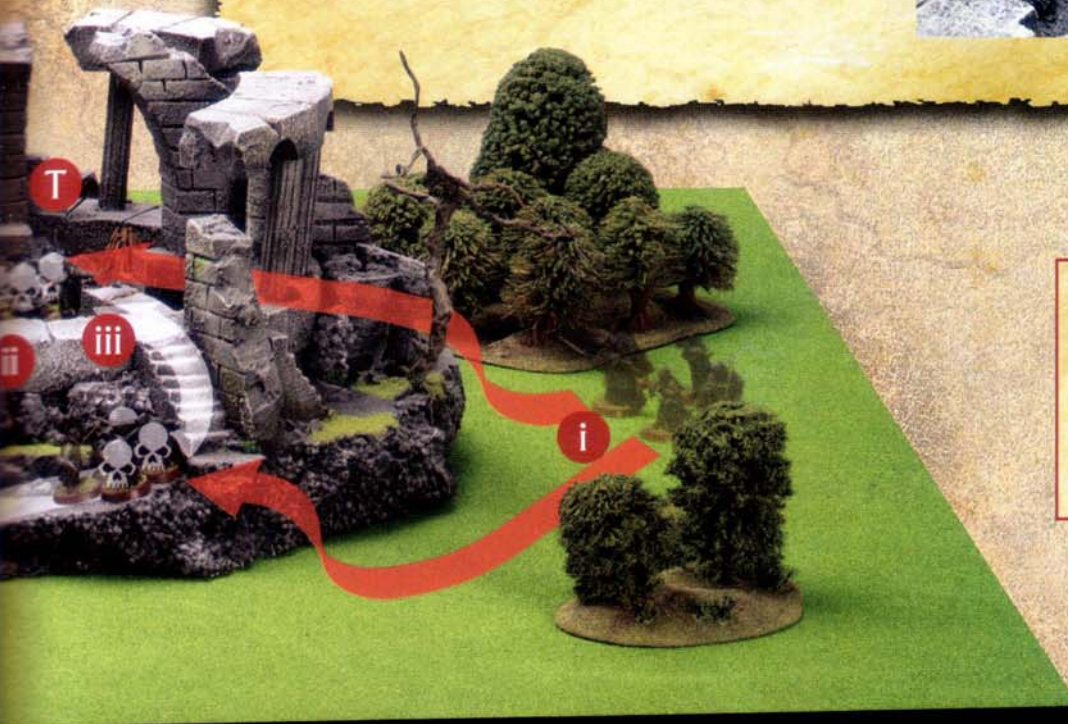
**T** Owen – 'Courage plays an important role in this scenario for both sides. While the Good player must deal with the Terrifying ability of the Ringwraiths to charge into combat, I was faced with the Nazgûl fear of fire. To try to lessen the effect of my Ringwraiths being pushed back by Good models armed with burning brands, I used magic to Transfix my enemies before charging into combat. This increased my chances of winning combat considerably and also meant that even if I lost and was pushed back I would suffer no hits from my enemies.'





## Hobbits Cornered

**ii** Aragorn was unable to reach the fire and secure a brand, and found himself facing three of the Ringwraiths alone while Owen despatched the Witch-king and remaining Ringwraith to kill Frodo. Glenn used Merry and Pippin as a shield, moving Frodo and his ever-present bodyguard Sam further away. However, short Hobbit legs are no match for the sweeping strides of the Nazgûl, and once more Glenn found his models surrounded.



### KEY

GOOD SIDE MOVES  
EVIL SIDE MOVES

TACTICS  
**T**

## Fury of Aragorn

**iii** Expending no less than 3 points of Aragorn's Might, Glenn broke the Ranger free of the encircling Ringwraiths, slaying two of them in the process! Poised to charge Frodo with the Witch-king, after having dealt with Merry and Pippin once more, Owen found he now had to face the furious Ranger if he was to attack the Ringbearer. With too few Will points remaining to muster a magical defence, the Evil forces were finally driven out of the ruins, winning the game for the forces of Good.







# Race to Bruinen™ Ford

The final scenario in the campaign is the Race to Bruinen Ford, in which Glenn would have to outrun Owen's Ringwraiths in a desperate chase to Rivendell. The outcome of this game would also determine the overall winner of the campaign.

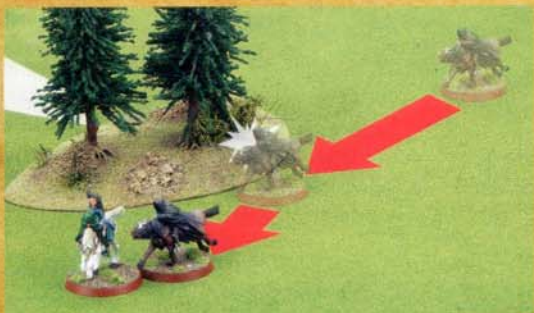
## The Chase Begins



**i** The race started with Arwen speeding ahead through a gap in the trees, trying to get as much of a lead on the Ringwraiths as possible. In response, Owen sent several of his Nazgûl charging off on her heels, but chose to move his others along the edges of the board to get into better positions. Almost immediately, Glenn was forced to rein in Arwen's horse or face colliding with some trees, allowing Owen's models to close the gap.



## Dangerous Game



**T** Owen – 'Manoeuvring my Ringwraiths in-between the trees turned out to be quite a challenge. The Race to Bruinen Ford scenario is quite unique in that you really have to think on your feet and be aware of how rapidly the battlefield changes. Several times I elected to charge through an area of trees, risking a wound, in order to close the distance to Arwen or to make an attack.





## Changing Landscape

**ii** As the players began to recycle the terrain, Owen tried to force Glenn to move Arwen away from the centre of the board by placing as many trees as possible in her path. This also had the effect of moving her closer to the Ringwraiths. As a result, Owen was able to get some glancing attacks against the Elf maiden and even score a Wound on her. However, some reckless movement to get into combat also cost Owen two of his models in collisions with trees.



### KEY

GOOD SIDE MOVES

EVIL SIDE MOVES

TACTICS

T

## The Final Dash

**iii** After several tense turns, Glenn managed to move Arwen close enough to the end of the board to trigger the arrival of the river and ford. However, to avoid the trees and the pursuing Ringwraiths, she had been forced toward the edge of the board and would have to rein in to make it across the ford. This allowed Owen's Ringwraiths to once again get some attacks on her. Fortunately for Glenn, Arwen was able to fight her way free, crossing the ford and sweeping away her pursuers. Good had won the campaign.







# Conclusions

With Frodo safely delivered to Rivendell, both Owen and Glenn take stock of how the campaign went. Here, they present their conclusions on how they thought the games went and what they might have done differently.

## THE FORCES OF GOOD

Glenn – ‘Well, despite some close calls I was able to get Frodo safely to Rivendell. The size of the games, as well as the small number of models involved, made this campaign quite different to a more conventional Battle Game and, as such, had its own set of challenges to overcome.’



### ◀ CHAMPION OF GOOD

*In this campaign, Glenn guided Frodo to the safety of Rivendell.*

## Merry and Pippin

‘One of the lessons I learnt after playing the first game was not to needlessly expend Merry and Pippin. Using them to slow down the mounted Ringwraith in ‘Flight to the Ferry’ certainly bought me some time to get Frodo away, but it did result in them getting killed. This meant that, in the next game, both Hobbits ended up without any points of Fate, making them weaker than they would have been, and the scenario that much harder to win.’

*‘Are you frightened?  
...Not nearly frightened enough.  
I know what hunts you.’*



### ◀ ULTIMATE SACRIFICE

*Merry and Pippin give their lives so Frodo may escape.*

STRIDER™



## Powerful Aragorn

‘Aragorn is one of the most powerful characters in *The Lord of the Rings* and easily a match for most opponents. As I discovered, however, using him in both ‘Escape from Bree’ and ‘Attack at Weathertop’ was not as simple as just throwing him at the enemy. With the Hobbits to protect, I found myself using him more to stall the enemies and fend them off, rather than chase them down and kill them. This tactic worked especially well in ‘Attack at Weathertop’, where I had to keep Aragorn close enough to Frodo to be able to protect him from the Witch-king.’

### ◀ MIGHTY PROTECTOR

*Aragorn shepherds the Hobbits out of Bree, standing between them and the pursuing Ringwraiths.*





## THE FORCES OF EVIL

Owen – ‘I really liked this campaign because it covers the first part of Frodo’s journey, and includes lots of fun little games. In the end, however, it seems my cursed servants of the Dark Lord could not take care of one little Hobbit, though I did have a lot of fun trying.’



### ◀ EVIL COMMANDER

*Owen’s Ringwraiths failed their dark master on this occasion.*

## Fighting Hobbits

‘When your force consists entirely of powerful, magic-wielding Ringwraiths, you can be forgiven for being a bit overconfident in your abilities to defeat a group of small, unarmed Hobbits. Though, as I discovered, you should never underestimate your opponent, no matter how inoffensive he might appear. The first game we played, ‘Flight to the Ferry’, is a good example of this, where Sam single-handedly held back a mounted Nazgûl, and even lived to tell the tale!’

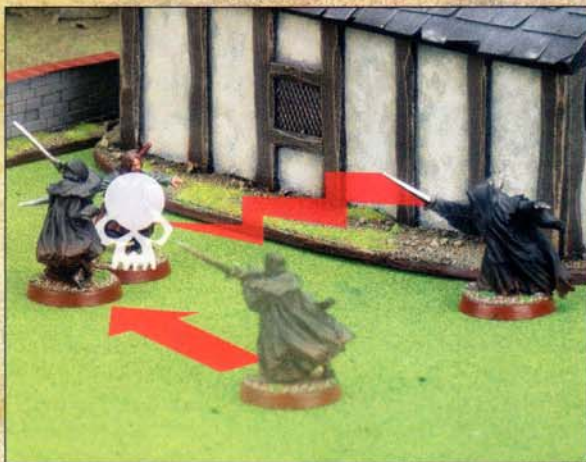


### ◀ SMALL BUT DEADLY

*In single combat against Nazgûl, Hobbits can sometimes be surprisingly resilient.*

### ➤ FORCE OF WILL

*To use their magic, the Ringwraiths must expend precious points of Will, weakening them and reducing the number of times they can engage in combat.*



## Evil Sorcery

‘The magic of the Ringwraiths is a powerful advantage for the Evil player in this campaign. Used at the right time, it can spell the difference between victory and defeat. However, these powers also drain the Nazgûl’s Will, bringing them closer to fading away when they deplete their store. As a result, I found it important to use their powers sparingly, and only when I really needed them.’

## The Ringbearer

‘The most important point of this campaign for the Evil player is to never forget that it’s all about killing Frodo. I found a few times that I was distracted by trying to kill the other Good Heroes, especially Aragorn, when I should have been concentrating completely on Frodo. While, in the end, I don’t think it changed the outcome, it is certainly something to keep in mind right from the start, and something I would think about if I were to play this campaign again.’



### ◀ KILL FRODO

*The Ringbearer is the Nazgûl’s ultimate target, something that the Evil player should bear in mind throughout the campaign.*





# Arwen Evenstar™

*Arwen races to the safety of Rivendell with her wounded charge, Frodo, held tightly in front of her and the dreaded Ringwraiths in close pursuit behind. In this Painting Workshop, we will show you how to paint your Arwen model.*



**A**rwen is the daughter of Elrond, the Lord of Rivendell. As such an important Elf maiden, she dresses in a manner appropriate to her station – in sumptuous robes of exotic material, coloured lavender and blue. Despite all this finery, she is still an accomplished sword-mistress and an expert rider – skills that will be tested as she attempts to get Frodo to the safety of Rivendell.

Here, we will show you how to paint Arwen and her steed, Asfaloth, and Hobbit passenger. To paint this model you will need Chaos Black, Regal Blue, Hawk Turquoise, Fortress Grey, Skull White, Kommando Khaki, Liche Purple, Codex Grey, Bestial Brown, Dwarf Flesh, Elf Flesh, Scorched Brown, Chainmail, Mithril Silver, Shining Gold, Bleached Bone, Dark Angels Green and Snot Green acrylic paints, and Black ink.

## ◀ ELVEN WARRIOR

*It takes all of Arwen's skill and courage to evade the Ringwraiths' pursuit.*

## PAINTING ESSENTIALS

### Assembling your Model

Before you can begin to paint your model, it will need to be assembled. The model comes in three separate pieces – the main body with rider, the horse's right-hand side and Arwen's sword arm. First, carefully remove any unwanted pieces of metal with a craft knife or clippers and then glue the different parts of the model together with superglue. You may find places where the pieces do not meet up neatly. If so, these gaps can be filled with a small amount of putty or plasticine. Once assembled, the model can be undercoated with Chaos Black paint or spray.



► The putty can be smoothed into the gaps by using either a cocktail stick or a sculpting tool.

◀ It is a good idea to glue the two halves of the horse together before attaching Arwen's sword arm.







➤ Applying a dark base colour provides a suitable starting point on which to apply your highlighting layer.



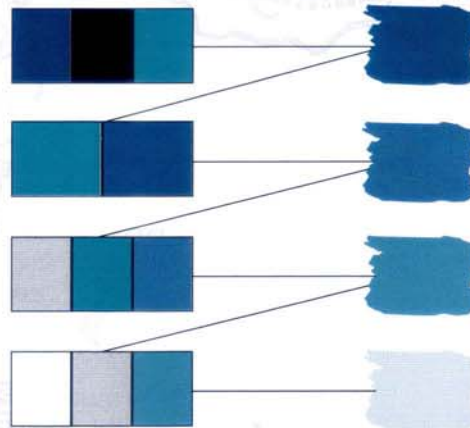
➤ Applying the final highlight to just the very edges gives a sharp contrast to the rest of the robes' colour.

## 1 Arwen's Robes

The main method used to paint this model is the layering technique, first introduced in Pack 25. This technique involves applying a dark base colour as the first layer, followed by progressively lighter tones applied increasingly toward the edges as separate highlight layers.

Arwen's robes are made from a distinctive deep blue material. To recreate this colour on your model you will need to mix several colours together to get the correct hue.

The base colour is created from a mix of Regal Blue, Chaos Black and Hawk Turquoise. This is applied evenly over the robes, gloves and boots. More Hawk Turquoise is added to this mix and applied as the first layer of highlights. Next, yet more Hawk Turquoise is added to the mix, along with some Fortress Grey, to lighten the tone further still. This second layer needs to be applied closer to the edges than before. Finally, more Fortress Grey and some Skull White are added to the mix to create the last highlight colour. Apply this to the very edges of the robes, creating a sharp highlight layer.



➤ Here you can see how by adding lighter tones of paint to the mix you can create a progression of highlight layers.

## 2 Frilled Cuffs

Arwen's frilled cuffs are painted using the same layering technique described above. The initial base colour is Kommando Khaki, applied in several coats to ensure a flat, even finish. Next, some Skull White is added and applied as the second layer of highlight. Finally, pure Skull White is used as the last highlight, applied to the edges of the cuffs.

➤ Try to be as careful as you can when painting the cuffs so that you don't get any of the paint onto the robes or gloves.



▲ This is the model after the robes and the cuffs have been painted, before moving on to the next step.





## 3 Riding Skirt

Arwen's riding skirt, which can be seen poking from beneath her robes, is a pale lavender colour. To get this colour, mix a small amount of Liche Purple with some Codex Grey. Apply this as the base colour. For a highlight, mix a little of the Liche Purple with Fortress Grey, creating a lighter tone. Apply this as a second layer. Finally, add a small amount of Skull White to the Fortress Grey and Liche Purple mix. This is then painted onto the very edges of the riding skirt.



◀ Mixing Codex Grey and Fortress Grey with Liche Purple stops the colour from being too vibrant.



➤ Once the skin has been painted, you can finish the face off by carefully painting the eyes.

## 4 Face and Hair

The layering technique is also used to paint Arwen's skin. The base colour is Bestial Brown. This is applied over the face, neck and ears. Bestial Brown and Dwarf Flesh are mixed for the next layer, with the Bestial Brown being left in the deepest recesses. A layer of pure Dwarf Flesh is applied next, moving more toward the edges. The next layer is Dwarf Flesh mixed with Elf Flesh. The penultimate layer is pure Elf Flesh, with the final layer being a mix of Elf Flesh and Skull White, which is applied to the very tips and edges of the face. The hair is given a light dry-brush of Codex Grey followed by a wash of Black ink.

## 5 Arwen's Sword

The slender Elven blade wielded by Arwen is the same one her father, Elrond, used at the Battle of the Last Alliance. The hilt is painted Scorched Brown, highlighted with Bestial Brown at the edges. The blade is then painted first Chainmail, followed by a highlight of Mithril Silver on the edge. Finally, the bottom of the hilt can be painted with Shining Gold.



➤ Only the bottom part of the sword hilt need be painted Shining Gold.



▲ With Arwen's robes and skin complete, all that remains is to paint the horse and passenger.





## 6 Arwen's Horse

Arwen rides a pure white Elven steed called Asfaloth, one of the fastest horses in Rivendell. The layering technique is used again to get the subtle gradation between the overall white colour of the horse and the darker shading of the grey in the recesses. However, the layers are applied in a much broader style than that used on Arwen's robes, so that the final layer of Skull White is prominent over most of the model. The layers themselves are made from the following colours: Codex Grey, Codex Grey mixed with Fortress Grey, Fortress Grey, Fortress Grey mixed with Skull White and finally Skull White.



◀ The aim when painting the layers on Arwen's horse is to end up with a large, flat, even coat of Skull White over most of the model.



◀ Be careful when dry-brushing the horse's mane and tail to prevent getting any Bleached Bone onto areas you have already painted.



➤ Only a small amount of Bestial Brown needs to be applied to the edges of the reins.

Asfaloth's mane and tail are painted with a coat of Codex Grey followed by a dry-brush of Bleached Bone. Once the horse itself has been finished, the saddle and bridle can be painted. The saddle is painted in the same colours as Arwen's robes, with a bit of Mithril Silver detail being added if you are feeling confident. The fur lining that can be seen poking out from under the saddle is painted in the same way as Asfaloth's mane. All the leather straps on the bridle are first painted Scorched Brown followed by a highlight of Bestial Brown. Finally, the detail on Arwen's equipment can be picked out with Shining Gold.

## 7 Wounded Frodo

The mortally injured Frodo is modelled onto this miniature, cradled in front of Arwen. Frodo's skin and hair are painted in exactly the same way as shown for Arwen's in Step 4. His cloak is painted with the layering technique. Start with a base colour of Chaos Black mixed with Dark Angels Green. The subsequent layers are built up using just Dark Angels Green and then Dark Angels Green mixed with Snot Green. The final highlight layer is just Snot Green on its own.



▲ Apply Snot Green paint onto the very edges of Frodo's cloak with a fine brush.



▲ The final model has had sand glued to the base, which has been painted Bestial Brown and dry-brushed Bleached Bone, before adding flock.

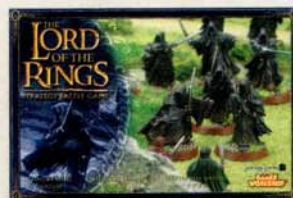
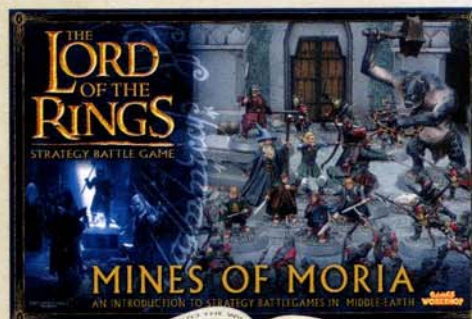




*The Hobbits flee the merciless Ringwraiths.*

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