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# THE LORD OF THE RINGS

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### Battle Game

2-17

As the Uruk-hai storm Helm's Deep, King Théoden rides out in a final, desperate charge. Can Gandalf, Éomer and the Riders of Rohan reach him in time?



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A step-by-step guide to painting your miniature of Gandalf the White on Shadowfax, explaining all the techniques you will need to use.

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# Gandalf the White™

*Returning to the pages of Battle Games in Middle-earth after his ordeal at Khazad-dûm, Gandalf has become the mightiest Wizard in Middle-earth. With his powers increased, he swears to aid the Rohirrim at Helm's Deep, and then to confront his arch enemy Saruman once and for all.*

**A**fter his battle with the Balrog at the bridge of Khazad-dûm, Gandalf was feared dead by his compatriots. In reality, his plunge into the dark chasm was merely the beginning of a new chapter in the saga of the wizard – one that would change him forever! As they hurtled into the depths of Moria, Gandalf fought the fiery Balrog with sword and sorcery. The battle raged from the bottom of the black pit, to the top of the Endless Stair, where Gandalf finally defeated his monstrous foe in the ruins of Durin's Tower on the peak of the mountain. Its broken body tumbled over the edge of the cliff.

After this cataclysmic battle, Gandalf collapsed with exhaustion and his spirit ascended to the stars. What happened next will remain an eternal mystery. What is known is that when he returned, he could hardly remember his incarnation as Gandalf the Grey. Now he is Gandalf the White, a being of great power and wisdom, able to cast aside the shackles of mortal life and manifest almost unrivalled magical forces. Riding into battle astride the mighty horse Shadowfax, he is a symbol of hope for the Free Peoples of Middle-earth!

In this special Pack of *Battle Games in Middle-earth* we present a feature-length Battle Report, 'Battle for Helm's Deep'. Here you can follow the action as two players re-enact the events of *The Two Towers* film, where Gandalf the White arrives to help the beleaguered Rohirrim defenders. In Painting Workshop you will learn how to paint your metal Gandalf the White on Shadowfax miniature.

*'I come back to you  
now at the turn of  
the tide!'*

GANDALF THE WHITE™



#### ◀ TO THE RESCUE

*Gandalf the White rides to the aid of King Théoden and the defenders of Helm's Deep!*







# Battle for Helm's Deep™

*When all seems lost, and the army of Saruman threatens to take Helm's Deep and destroy the people of Rohan, King Théoden leads a desperate charge into the midst of the Uruk-hai. In this special Battle Report, Andy Tipper and Mark Latham recreate this heroic battle from The Two Towers.*

**I**n this special scenario, King Théoden, along with Aragorn, Legolas, Gamling and his Royal Guard ride out of the causeway at Helm's Deep into the heart of the Uruk-hai masses. The forces of Saruman meet them with brutal ferocity, using their heavy pikes to halt the cavalry charge. The heroes know that if the King falls, then the Rohirrim will lose heart, and victory will belong to the Forces of Darkness.

This scenario looks at the pivotal moment when Gandalf arrives and scatters the Uruk-hai before him. What would have happened if Gandalf had arrived too late, or if he had been unable to return with the full host of Riders? We present the scenario as a Battle Report, so that you can see how two players would fight the battle, making important tactical decisions during the game.

## ► THE LAST RIDE OF ROHAN

*The heroes of Helm's Deep ride out into the ranks of Uruk-hai.*



## THE COMBATANTS

To play this scenario yourself, the Good player will need the metal Gandalf the White miniature supplied with this Pack. In addition, you will need miniatures of Aragorn, Théoden, Éomer, Gamling and Legolas, all on horseback, along with 16 Riders of Rohan and six mounted Rohan Royal Guard. The Evil player will need 10 Uruk-hai with swords and shields, 20 Uruk-hai with pikes, six Uruk-hai crossbowmen, six Uruk-hai Berserkers, and two Uruk-hai Captains. Many of these models have been included with earlier Packs of *Battle Games in Middle-earth*, and the rest can be ordered direct from the Games Workshop website, [www.games-workshop.com](http://www.games-workshop.com).

► Théoden,  
King of Rohan.



◀ Saruman's fierce  
Uruk-hai warriors.







## BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Gandalf the White	5/-	5	6	1	3	7	14cm/6"	3	6+1	3
Shadowfax	0/-	4	5	0	1	5	28cm/12"	-	-	-
Aragorn	6/3+	4	6	3	3	6	14cm/6"	3+1	3	3
Legolas	6/3+	4	5	2	2	6	14cm/6"	3	2	2
Théoden	4/-	4	6	2	2	5	14cm/6"	3	2	2
Gamling	4/4+	4	5	2	2	4	14cm/6"	2	1	1
Éomer	5/4+	4	6	2	2	5	14cm/6"	3	2	2
Royal Guard	4/4+	3	6	1	1	3	14cm/6"	-	-	-
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0/-	3	4	0	1	3	24cm/10"	-	-	-
Uruk-hai Captain	5/4+	4	6	2	2	4	14cm/6"	2	1	1
Uruk-hai	4/-	4	6	1	1	3	14cm/6"	-	-	-
Uruk-hai Berserker	4/-	4	6	2	1	8	14cm/6"	-	-	-

**NB.** The full rules for these combatants have been included in previous Packs of *Battle Games in Middle-earth*, with the exception of Gandalf the White, who is shown below.

### Gandalf the White

**Wargear:** Gandalf is armed with a sword (hand weapon), and his Staff of Power. He rides Shadowfax into battle.

**Staff of Power:** See Pack 15's Playing the Game for full details of this special rule.

**Magical Powers:** Gandalf has the Terrifying Aura and Cast Light powers, as described in earlier Packs. In addition, he uses the following new powers:

#### Will of Iron:

Range 28cm/12"

Dice score to use: 3+

Gandalf can use this spell to restore the Will of one friendly model within range. The target's Will is returned to its maximum amount. Gandalf cannot use this power to restore his own Will.

The following powers are exactly the same as the similarly named ones in Pack 12, except that the dice rolls needed are different:

#### Effortlessly Immobilise:

Range 28cm/12"

Dice score to use: 2+

#### Instantly Command:

Range 28cm/12"

Dice score to use: 3+

#### Ultimate Sorcerous Blast:

Range 28cm/12"

Dice score to use: 4+







## The Gaming Area

You will need a gaming area measuring 120cm/4' by 120cm/4'. Feel free to place as many hills, outcrops and small rocks around the board as you like. You will notice that we used a fully modelled board for this Battle Report, which was made to represent the area surrounding Helm's Deep. Nominate one edge of the board to be the 'walls' of the fortress. On this edge, you need to represent the causeway leading from Helm's Deep. The causeway is 12cm/5" wide, and is situated 76cm/30" along the board edge as shown (leaving another 32cm/13" on the other side of the causeway). The causeway itself can be represented either by a model bridge (like the one from Pack 15's Modelling Workshop), or simply by pieces of masking tape stuck to the board in a rectangular shape. The causeway extends about 40cm/16" onto the board, and a few rocks should be placed around it on either side.

## Deployment

The Heroes of Helm's Deep (Aragorn, Théoden, Legolas and Gamling) and the six Royal Guard deploy first. They may be placed anywhere on the causeway. The Evil player then sets up his Uruk-hai. The Uruks may be placed anywhere on the board, but no closer than 25cm/10" to any Good model. Gandalf, Éomer and the Riders of Rohan do not begin the game on the board. Instead, they appear later in the game, on the table edge furthest from the causeway, as described on the right.

## SCENARIO SPECIAL RULES

### The Arrival of Gandalf

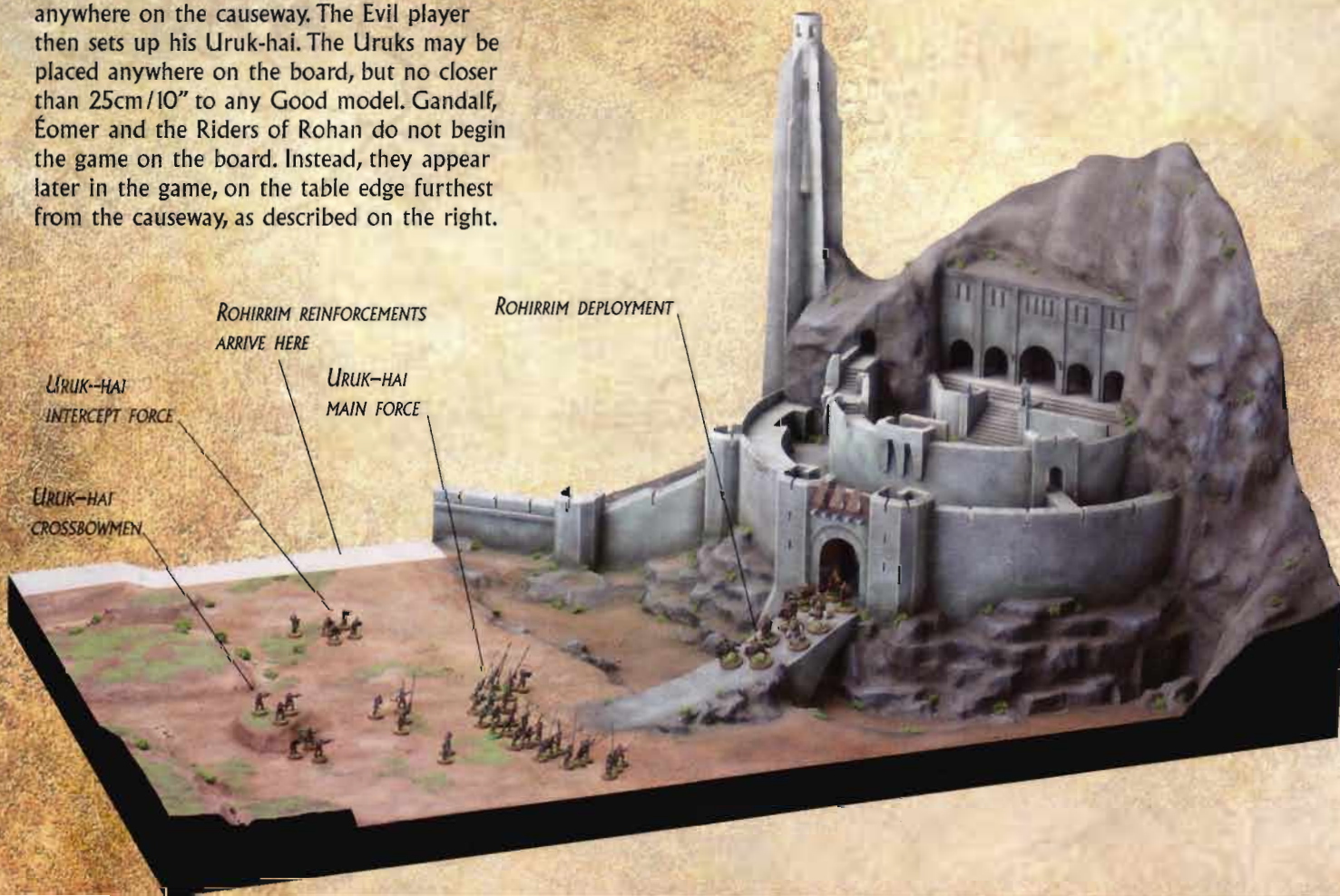
This scenario can be won or lost depending on the timing of Gandalf's arrival. The Good player may choose when to bring Gandalf into play. However, the sooner he arrives, the fewer Riders of Rohan will be allowed to accompany him, to represent their inability to keep up with the swiftness of Shadowfax. The following chart illustrates how many reinforcements arrive with Gandalf:

### REINFORCEMENTS

Game Turn	Reinforcements That Arrive
1	Gandalf the White
2	Gandalf and Éomer
3	Gandalf, Éomer and 4 Riders of Rohan
4	Gandalf, Éomer and 8 Riders of Rohan
5	Gandalf, Éomer and 12 Riders of Rohan
6+	Gandalf, Éomer and 16 Riders of Rohan

### Blinding Light

When Gandalf does arrive, he automatically begins his turn with the Cast Light spell in effect. This is his signal to the defenders of Helm's Deep that he has turned up. Because his arrival is such a blessing to the Good side, all of the Good models are immune to Courage tests for as long as the light burns!







# Battle Report

*This will be a challenging and exciting battle as the mighty heroes of Helm's Deep face the masses of Uruk-hai. This special Battle Report follows two players in the fight between Good and Evil.*

**I**n this Battle Report, we follow the fortunes of two players as they compete in this exciting scenario. Andy Tipper and Mark Latham both help to produce *Battle Games in Middle-earth*, and are experienced gamers.

## WINNING THE GAME

- The Good side wins if it can reduce the Evil force to half its starting number (22).
- The Evil side wins if Théoden is killed.



### ▲ PLAYING THE GAME

Andy (left) and Mark (right) in the midst of the battle.

## GOOD TACTICS

**Mark** – 'Even though I need to keep Théoden alive to win, I know that I have to get him into combat as fast as possible. The Uruk-hai crossbows are deadly, and I need to give Andy as few chances to fire at the King of Rohan as possible. I plan to keep Théoden close to Aragorn and Gamling at all times. Gamling's Royal Standard will keep my Heroes topped up with Might points, and Aragorn can try to intercept any Uruks who get too close to Théoden.'

The arrival of Gandalf will be pivotal to my plans. I can't risk bringing the Wizard on too early, but if I leave it even a turn too late, it may well end in defeat. Gandalf and Éomer will probably do most of the damage, as although the Riders of Rohan are tough, I don't expect them to fare too well against the Uruks. The more Riders I can bring on, the better – but then, of course, it may be too late in the day.'



### ► THE FORCES OF GOOD

The heroes of Helm's Deep sally forth.

## EVIL TACTICS

**Andy** – 'I need to defeat Théoden quickly in order to win this game. Gandalf the White and Éomer are powerful characters, even more so with the bonuses of their steeds, and it will be hard for me to win if they get in the way of the King. I plan to split my force into three groups – a small intercept force to delay Gandalf when he arrives, a group of crossbowmen to shoot at Théoden and his bodyguards as they charge down the causeway, and the main force of staunch pikemen, swordsmen and Berserkers. I will try to shoot Gandalf and any Riders who charge in to help Théoden. Crossbow fire is lethal, even to Heroes with a high Defence, and will force them to charge down the causeway towards my main force rather than loiter around at the back. Hopefully I can use weight of numbers to surround and kill Théoden before Gandalf and Éomer are close enough to assist.'



### ► THE FORCES OF EVIL

Saruman's army prepares to meet the charging heroes.





# Charge of the Rohirrim!

Turn 1

*In the first turn, the courageous Rohirrim charge out from Helm's Deep, down the causeway, into the waiting ranks of Uruk-hai. They must protect Théoden with their lives if Rohan is to endure!*

## Opening Gambit

**i** The Rohirrim know that their only hope is to ride out and face the enemy, or die trapped in the halls of Helm's Deep. As the Good force charges down the causeway, the deadly Uruk-hai crossbowmen take aim and fire at King Théoden (a). Mark, expecting this, has positioned Legolas to protect him (b). Only one of the bolts finds a mark, but wounds the Elven Prince instead of its intended target. Legolas prepares to exact his revenge by taking up a firing position and targeting the missile-armed Uruks. Mark resolves early on to take care of the crossbowmen, or at least stay out of the way of their lethal, high-Strength hits!



### KEY

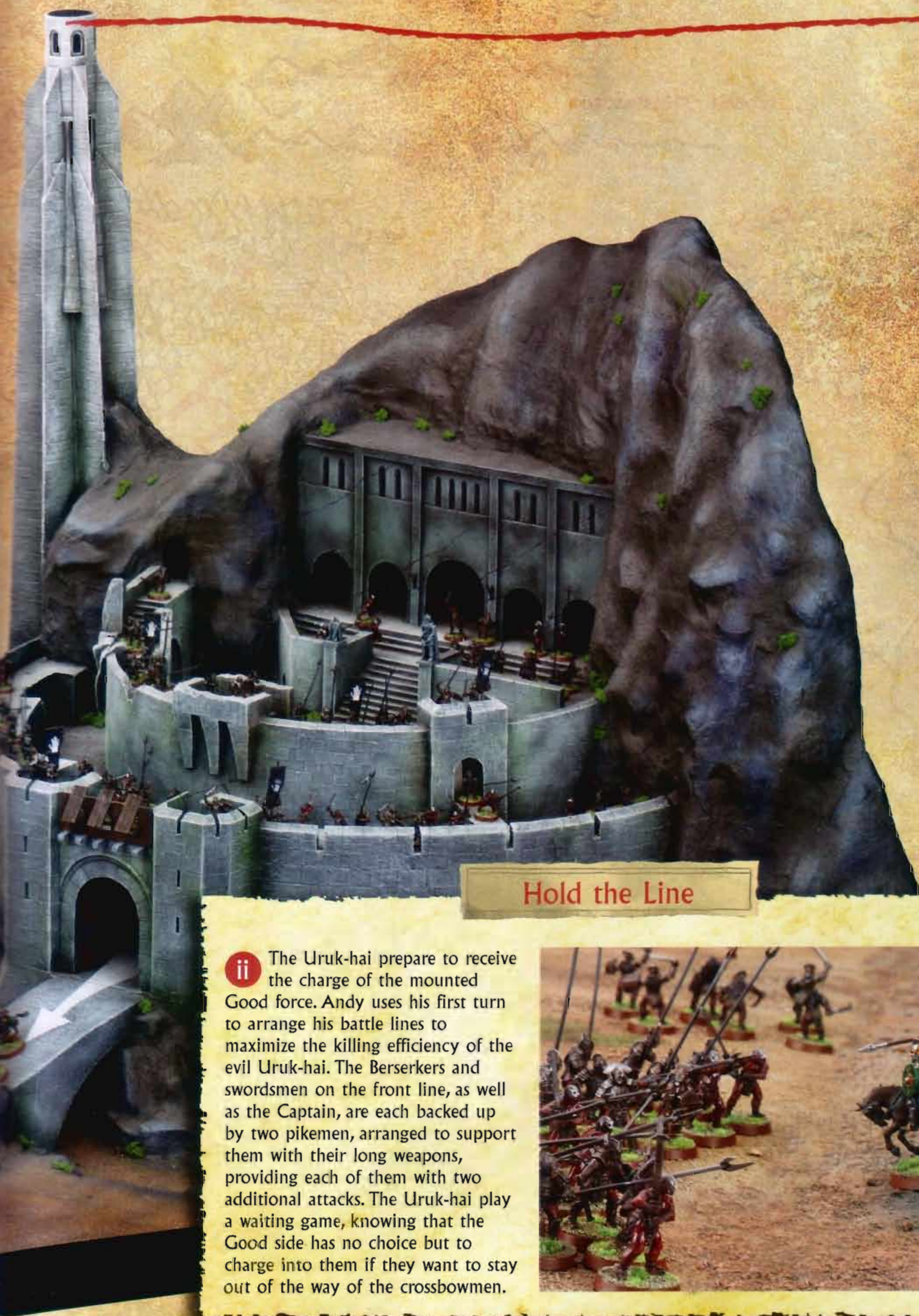
GOOD SIDE MOVES



EVIL SIDE MOVES







### Hold the Line

**ii** The Uruk-hai prepare to receive the charge of the mounted Good force. Andy uses his first turn to arrange his battle lines to maximize the killing efficiency of the evil Uruk-hai. The Berserkers and swordsmen on the front line, as well as the Captain, are each backed up by two pikemen, arranged to support them with their long weapons, providing each of them with two additional attacks. The Uruk-hai play a waiting game, knowing that the Good side has no choice but to charge into them if they want to stay out of the way of the crossbowmen.







# Sea of Uruk-hai™

Turns 2-4

*The Good force charges into the Uruk-hai. Outnumbered, and in danger of becoming surrounded, they must protect Théoden while killing as many Uruks as possible.*

## Uruk-hai Crossbowmen

- i** Andy continues to use his crossbowmen to shoot at Théoden, even when his own troops are in the way! In Turn 3, two Royal Guard fall and Théoden's proud horse, Snowmane, is slain. One Uruk-hai pikeman is also killed, but Andy is satisfied that this is an 'acceptable loss'. Legolas returns fire and kills an Uruk, before charging into combat in the following turn. The Uruk's thick armour had thus far thwarted Legolas's archery.



## Aragorn's Heroics

- ii** Aragorn charges into the mass of Uruk-hai without fear (a) in Turn 2. Guarding King Théoden with his life, he kills many with his skilful swordsmanship and indomitable courage. Mark utilizes him to full effect, with clever use of Aragorn's free point of Might to make Heroic Actions where necessary. Aragorn keeps Théoden from harm by moving to protect the old King (b), forcing some of the attacking Uruk-hai to face him instead.







### Vital Priority

**iii** In Turn 4, the Good side gains priority, but both the Uruk-hai Captain and Aragorn declare Heroic Moves. If the Good side gets to move first, it can reposition its forces to protect Théoden, and charge its cavalry into combat (mounted models gain advantages when they charge). However, if the Evil side gets to move, it will be able to pick and choose its combats, charge Théoden and surround the Good force. Both players roll their dice to see who gets to make the first Heroic Move. To Mark's dismay, the Evil side wins the roll off, and the Captain promptly orders his men forward!



### A Desperate Struggle

**iv** During Turn 4's Fight phase, Théoden (a), Gamling (b) and Aragorn (c) all lose their respective combats with a disastrous set of dice rolls by the Good side. Théoden and Gamling are both wounded. Running low on Might and Wounds, Mark decides that he will have to bring on Gandalf in the next turn. This will mean that Gandalf is accompanied by Éomer and 12 Riders of Rohan. Mark is reluctant to bring the Riders on just yet, preferring to hold out for the maximum number of Riders, but feels he has no choice. The only question is – will it be too late?







# The White Rider

Turn 5

*Gandalf the White arrives with Éomer and 12 Riders of Rohan, but is it already too late? Can Gandalf turn the tide of the battle in time to save King Théoden?*

## 'Look to the East'



Gandalf the White arrives, just as dawn breaks on the horizon. The blinding light surrounding the old Wizard signals hope for the forces of Good.

Gandalf's visage strikes fear into the hearts of Evil creatures, but the Uruk-hai are no cowardly Orcs, and turn to face the new threat.

## IN-GAME TACTICS

*Mark* – 'Concerned about the amount of damage the crossbowmen are inflicting on my forces, I dispatch two Royal Guard around the main combat to attack them. One gets shot and killed by the Uruks en route, but the other manages to charge into three of the crossbow-armed Uruk-hai.'

*Andy* – 'Even if the Royal Guardsman fails to kill the Uruks, they will be tied up in combat during the Shoot phase, and unable to fire at Théoden again. Hopefully I'll be able to deal with this new threat, before it proves too detrimental to my firepower.'







## The Royal Standard

**i** With their higher Fight values and stores of Might, the Good Heroes have been able to win the majority of their combats. Now, however, their reserves of Might are almost used up, and they turn to the inspiring Royal Standard of Rohan. This powerful symbol, carried by Gamling, restores 1 point of Might to any Hero of Rohan within 14cm/6" who has no Might left at the start of the turn. When all seems lost, Théoden and Gamling himself take inspiration from the standard. Gamling uses his restored Might to call a Heroic Move, bravely charging into overwhelming numbers of Uruk-hai to stop them surrounding his beloved King, but is killed – the proud standard falling from his hands to be trampled into the dirt under the mail-shod feet of the Uruk-hai!







# Théoden™ Stands Alone

Turns 6-7

*Evil has Priority, Aragorn and Legolas seem overwhelmed by Uruk-hai, and Théoden is still beyond Gandalf's aid. Can the heroes survive their darkest hour?*

## Throwing Spears

**i** In Turn 6, the Rohirrim reinforcements charge in, unleashing a volley of 12 throwing spears at the Uruk-hai intercept force, killing three. This deadly volley leaves only a single Uruk in the path of Gandalf and Éomer, prompting them both to hurtle into it. Mark spies the chance for a Heroic Combat that could allow the Heroes to move further. The rest of the Rohirrim charge into Uruk-hai where they can, hoping to destroy the intercept force quickly.



## Deadly Crossbow Fire

**ii** The four remaining crossbowmen surround the Royal Guardsman who had been preventing them from shooting, and finally bring him down. Although both of the Royal Guard sent to attack the crossbowmen died, they had prevented the Uruk-hai from firing in Turns 5 and 6. Now, back in the game, the crossbowmen take aim at the incoming reinforcements.







## Heroic Combat

- iii** Gandalf spends a point of Might in the Fight phase to perform a Heroic Combat. Because he and Éomer are in the same combat and manage to kill their foe, they are both immediately able to move again, speeding across the width of the battlefield towards Théoden. This tactic allows Mark's Heroes to move twice in the same turn, giving them a last-ditch chance to save the King from his attackers.



## The King Retreats!

- iv** In Turn 7, Théoden is wounded, and becomes separated from Legolas and Aragorn. Mark uses the King's last point of Might, which Gamling's Royal Banner restored in Turn 5, to declare a Heroic Move. Théoden retreats back up the causeway, out of impending danger. Aragorn also declares a Heroic Move with his free point of Might, to intercept the Uruks who are in a position to pursue Théoden. Andy hopes for a good shot from his crossbows next turn!







# The Bitter End

Turns 8-9

*At the start of Turn 8 the Good side need to kill four more Uruk-hai to win, but Théoden has only a single wound remaining, and Evil gains priority...*

## Gandalf Joins the Fray

**i** Gandalf charges into combat alongside Éomer, leaving the other riders behind. Mark makes full use of his mounted Heroes' Might to tear through the Uruk-hai lines. Casting an 'Ultimate Sorcerous Blast', Gandalf smites a fearsome Berserker with ease, before dispatching a swordsman in close combat. Éomer kills a pikeman in the last combat of Turn 8, leaving just one Uruk-hai to kill for a Good victory. The arrival of the reinforcements seems to spell defeat for Andy. Mark prays for the priority in Turn 9 to secure him victory!



## The Fall of Legolas

**ii** Fearlessly, Legolas charges into an Uruk-hai Captain, a Berserker and four pikemen, desperate to prevent them getting through to attack the King! Surrounded and completely outnumbered, Legolas is dragged from his steed despite his Elven fighting prowess, and is lost in the heat of battle. Whether he is killed or merely injured, he will play no further part in the siege! No longer held up by Legolas in combat, the Uruk-hai charge forward to engage the rest of the Good Heroes!







### Heroic Move

**iii** The Evil side wins priority in Turn 9, forcing Mark to declare a Heroic Move with Aragorn once more. Only Gandalf is in range to move with him, but the White Rider cannot find a way through to Théoden. Instead, the Wizard 'Immobilises' a nearby Berserker, and charges into the fray. Aragorn manages to engage most of the Uruks pursuing Théoden, much to Mark's relief. However, a swordsman and a pikeman are still not engaged by Aragorn, so Andy uses them to charge Théoden.



### Théoden's Last Stand

**iv** Mark only needs to kill one more Uruk-hai to secure victory. With Aragorn, Gandalf, Éomer, Théoden and four Riders all in combat, it looks like the end for Andy's Uruk-hai force. However, Andy reminds Mark that he has priority, and can therefore choose the order in which to resolve the combats. Andy has two Uruks battling with the King and so chooses this fight first. Andy promptly rolls a string of sixes, and the King is slain before the other Heroes get a chance to fight! Victory to the Uruk-hai!







# Conclusions

Now that the battle for the survival of Rohan is over, Mark and Andy talk about how the game went for each of them. Did everything work out as they expected? Do they wish they had played differently? These conclusions are a great way to see how you can improve your own tactics for your next Battle Game.

## THE FORCES OF GOOD

**Mark** – ‘That was a great game, and how much closer could it have been? With only one model in it, Andy managed to snatch a victory from the jaws of defeat.’

### True King of Men

‘Aragorn’s *Mighty Hero* rule again made all the difference, especially in the later turns. I used his free point of *Might* to declare a *Heroic Move* in almost every turn of the game, allowing me not only to move other models within 14cm/6” before the Uruk-hai, but also to move Aragorn to intercept any Uruks who were threatening Théoden. Near the end, when everyone’s reserves of *Might* were used up, I was still able to use this tactic thanks to Aragorn. The same could also be said for Gamling’s excellent *Royal Standard*, and its loss was an unexpected blow to my plans.’

### The Reinforcements

‘Gandalf the White is an awesome presence on the battlefield, and even more so with another Hero to support him. I kept Gandalf and Éomer close together to make full use of their *Might*. By positioning them so that they both fought the same Uruk-hai when they first arrived, I was able to declare a *Heroic Combat*, and move them both across the board much faster than they could have done otherwise.’

### Where It Went Wrong

‘Although I gave it my all, I have to say that I made a big mistake bringing Gandalf on in Turn 5. I think I was a bit greedy in wanting at least 12 Riders as reinforcements. In the end, the Riders themselves made very little impact compared to Gandalf and Éomer. Just one turn earlier and I could have killed that one extra Uruk-hai I needed to. I guess that’s the benefit of hindsight!’



#### ◀ THE GOOD SIDE

Mark Latham played the Good side in this Battle Report.



#### ▲ HERO OF RENOWN

Aragorn proved to be a formidable presence on the field of battle.

#### ◀ DESPERATE CHARGE

Gandalf and Éomer charge in, but just too late.





## THE FORCES OF EVIL

Andy – 'A victory for the side of Evil. Rohan has fallen and the world of men will be no more. It was a challenging and exciting game, and I came extremely close to being defeated!'

### Deadly Crossbows

'This must be one of Saruman's greatest inventions! Strength 4 shooting is deadly. If it wasn't for the fear of being shot, Mark might have decided to hold a defensive position on the causeway, making it hard for me to get all my Uruk-hai in combat. When the Good force was in combat, shooting was far less effective as my own troops were in the way, while shooting at Gandalf and the Good reinforcements proved difficult due to the Wizard's 'Cast Light' spell.'

### Gamling

'Heroes are difficult to kill in combat, especially ones with lots of Might – it's vital to wear down their store of Might to have a chance, so Gamling proved a big concern. His Royal Banner can restore a point of Might to Heroes that have used up their initial store. Attacking and killing Gamling became a priority, and luckily I managed to kill him quite early on in the battle. That extra Might would have provided a big advantage to Mark's force in the later turns.'

### The Lack of Might

'With only two Captains, I had to use Might carefully. I think I did the best thing in saving it for Heroic Moves. Being able to move first often proved essential, positioning my force to surround and trap Théoden, eventually forcing him to turn and run.'

### Intercept Force?

'A mistake that nearly cost me the game, the intercept force was supposed to slow Gandalf down, not help him across the battlefield! My plan would have worked if it wasn't for the onslaught of Rohan throwing spears. They killed three Uruk-hai, leaving one isolated, giving Gandalf and Éomer the perfect opportunity to make a Heroic Combat. If I was to play the game again, I would probably keep them closer to the main force.'



#### ◀ THE EVIL SIDE

*The Evil forces were commanded by Andy Tipper.*



#### ◀ DEADLY MISSILES

*The Uruk-hai crossbowmen proved themselves a deadly threat to the Good side.*

*'This is no rabble of mindless Orcs. These are Uruk-hai.'*

GIMLI™



#### ▲ MIGHTY CAPTAINS

*A well-timed Heroic Move allows the whole mass of Uruk-hai to charge!*





# Gandalf the White™

*Returning in his new incarnation as the White Wizard, Gandalf shines with magical power, striking fear into the forces of Evil. This Painting Workshop shows you how to paint this powerful sorcerer and his noble steed, Shadowfax.*



**G**andalf the White leads the Riders of Rohan to Théoden's rescue at the siege of Helm's Deep. Astride his Mearas steed, Shadowfax, Gandalf's magical radiance brings hope to the defenders of Helm's Deep. Here we look at the techniques needed to paint Gandalf the White, paying particular attention to his robes. White is a challenging colour to paint effectively, but by following this simple guide you will achieve a rewarding result. To paint Gandalf and Shadowfax you will need the appropriate acrylic paints. We used the following from Citadel Colour – Skull White, Chaos Black, Fortress Grey, Graveyard Earth, Kommando Khaki, Dwarf Flesh, Scorched Brown, Mithril Silver and Goblin Green.

## ◀ THE WHITE RIDER

*Gandalf, Théoden and Legolas after their victory at Helm's Deep.*

## PAINTING ESSENTIALS

### Filling Gaps

This model is slightly different from other mounted models supplied in *Battle Games in Middle-earth*. Gandalf and Shadowfax come in two halves, but Gandalf is attached to his steed. This provides new challenges, because you will not be able to paint the horse and rider separately. The other thing you will notice is that the components may not fit absolutely perfectly together. Although you can use files to make the join a little more snug, you may still like to improve the fit by pushing putty or plasticene into any gaps. Use a small object, such as a cocktail stick, to work the putty into all the spaces. If any parts of the model are bent due to the packaging, use your fingers to bend them carefully back into place. When the model is assembled, and all the gaps are filled, undercoat it with white paint or spray.

► The type of putty used to stick posters up is ideal. Press it into the gaps to fill any rough joins.



◀ Gandalf's staff and Shadowfax's legs may be bent out of shape. These are simply rectified by straightening them out with your fingers.





## 1 Robes, Cloak and Boots

Gandalf's cloak, outer robes and boots are painted with a mix of Citadel's Kommando Khaki and Skull White. Aim to get a flat, even coverage over the robes. You might need several thin coats to achieve the best effect. To highlight the cloth, add even more white to the mix, and apply this lighter tone to the edges of the cloak, and all the raised areas on the cloak and outer robes.

Using Kommando Khaki on its own, paint shading into all the recesses and folds on the model. For the very deep folds, mix a little Graveyard Earth into the Khaki, and paint it very sparingly in the areas where you'd like a strong contrast. Deep shading looks particularly good in the areas under the cloak, and in the deepest creases of the robes.



▲ A very pale linen colour is used for the highlights.



▲ Paint the darker tones into the recesses to simulate shadows.

## 2 The Inner Robes

Gandalf's inner robes are much closer to pure white than the outer robes. The best way to paint white is to start with a pale grey colour and highlight it with white. Mix a little Fortress Grey to Skull White, and apply it over the inner robes, taking care not to get any grey paint on the outer robes. Next, apply shading by painting Fortress Grey into the deepest recesses. Highlight the area by applying pure white paint on all the raised areas. Rather than use a fine edging technique, apply the white more liberally, only leaving the grey colour showing through in the folds. The overall impression should be white, not grey.



◀ Fortress Grey is ideal for the dark shading on the robes.

➤ Paint most of the raised surface with an even coat of pure white.



◀ Your miniature at the end of Step 1.

## 3 The Hair and Beard

The hair can be given a base coat of Fortress Grey. Use pure white to dry-brush the hair and beard. Avoid getting any paint on the robes and cloak, but don't worry about the face, as this will be painted over next.



◀ Paint the hair with a coat of light grey.

➤ Highlight the hair and beard by dry-brushing it with white.







## 4 Gandalf's Skin

Paint the hands and face with an even coat of Dwarf Flesh, carefully avoiding the areas you have already painted. When this is dry, give the flesh a thin wash of Flesh Wash ink to provide shading. Wait for the wash to dry completely before applying the highlight. Use Elf Flesh, or mix a small amount of white into Dwarf Flesh, and carefully apply this to Gandalf's nose, cheekbones, brow and fingers. This will make a realistic highlight that will bring the face to life.



► Using a pale flesh colour, paint some highlights onto the raised areas of the skin.

◀ A wash of ink will bring out the detail on Gandalf's face.



## 5 The Staff of Power

The staff should already be white due to the undercoat, but if any splashes of other colours have strayed onto it, then you can repaint it with Skull White now. Paint the detailed top of the staff with Fortress Grey, being sure to get the grey into all the nooks and crannies. Finally, dry-brush the top of the staff with white paint, to bring out the detail.



▲ Paint the top of the staff with Fortress Grey.



▲ Dry-brushing the staff is the easiest way to pick out the intricate detail.

◀ Gandalf carries the Staff of Power, a potent magical talisman.

► At the end of Step 5 you are ready to start painting Shadowfax.







# Shadowfax™

*Shadowfax is the lord of all horses, one of the few remaining Mearas. Like Gandalf, he is primarily white, but is surprisingly easy to paint.*

## 1 The Tail and Mane

Shadowfax's mane and tail can be painted dark grey. Either use Citadel's Codex Grey, or mix black and white until you get a colour you are happy with. Next, dry-brush the mane and tail with pale grey. Fortress Grey with a little white added to it is very effective.



◀ Shadowfax's dark grey mane and tail add stark contrasts to the model.

## 2 Painting the Body

Make sure that Shadowfax's body is totally white before you begin. You might have to paint over any runs or splashes with white. Next mix a pale grey. We used Fortress Grey and Skull White to get the desired shade. Water down this pale grey and apply it all over the horse's body (pic a). This pale wash will pool in the recesses, and provide shading. When this wash has completely dried, paint Fortress Grey into the deepest recesses very sparingly. Once this is dry, liberally highlight the muscles and raised parts of the body with pure white (pic b). The lower portions of the legs and the nose are painted quite a dark grey, using Codex Grey. Where the dark grey meets the white areas, apply the paint more roughly to get a more natural, less even finish. The dark grey areas can be highlighted with Fortress Grey. Apply the paint to the very edges of the raised areas.



◀ A pale wash will not only provide shading, but a good base colour too.



➤ Highlighting the body with white gives the horse a bright, clean look.



◀ Paint the dark markings quite roughly, to create a natural look.



▲ These finishing details take patience and a steady hand, but are very rewarding.

## 3 Finishing Touches

Paint the hooves, eyes and inside of the nostrils black. When dry, pick out Shadowfax's teeth with white paint. Paint the base green, and use PVA glue to stick modelling flock to the surface as usual. If you like, you can add small rocks to the top of the base with superglue, and paint them grey.



◀ Gandalf the White, ready to ride to the aid of Rohan.





*Gandalf the White and the Riders of Rohan charge into the Uruk-hai ranks.*

# THE LORD OF THE RINGS

## THE TWO TOWERS

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.



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