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76



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THE LORD OF THE RINGS

BATTLE GAMES 76 — in Middle-earth™ —



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Studio Manager: Jes Bickham

Editorial: Mark Latham

Layout: Darius Hinks, Peter Borlace & Glenn More

Content: Darron Bowley, Owen Barnes, Kenton Mills, Alessio Cavatore, Matthew Ward & Rick Priestley

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Corsairs of Umbar™

Pirates, brigands and sell-swords, the Corsairs of Umbar are a constant threat to the southern shores of Gondor. Recruited by Sauron for his assault on Minas Tirith, this band of mercenaries sail north to do the Dark Lord's bidding.

The city of Umbar lies on the western coast of Middle-earth, far to the south of the Bay of Belfalas. This haven for pirates and criminals has had a long and turbulent history, falling into the hands of many masters across the years. In recent times, however, the city has become the home of the Corsairs of Umbar – bloodthirsty pirates and merciless buccaneers. These miscreants and vagabonds have long been enemies of the people of Gondor, jealous of the wealth and prosperity enjoyed by their northern neighbours. When Sauron issued his call to arms, they eagerly boarded their ships, drawn by the promise of gold and revenge. However, barring their way into Gondor are Aragorn, Legolas and Gimli, who, with the aid of the Army of the Dead, launch a heroic assault against these enemies of the West.

In this Pack's Playing the Game, we begin the final part of 'The Lord of the Rings' campaign, 'The Return of the King', where your Heroes will begin the final battle for all Middle-earth. In the Battle Game, Aragorn, Legolas and Gimli swing into action against the dangerous captain of the Corsair fleet and his crew of bloodthirsty pirates. The Painting Workshop will look at how to paint your Legolas figure, while, in the Modelling Workshop, you will learn how to make a magnificent Corsair galley.

'Mercenaries from the coast... will answer Mordor's call.'

GANDALF™

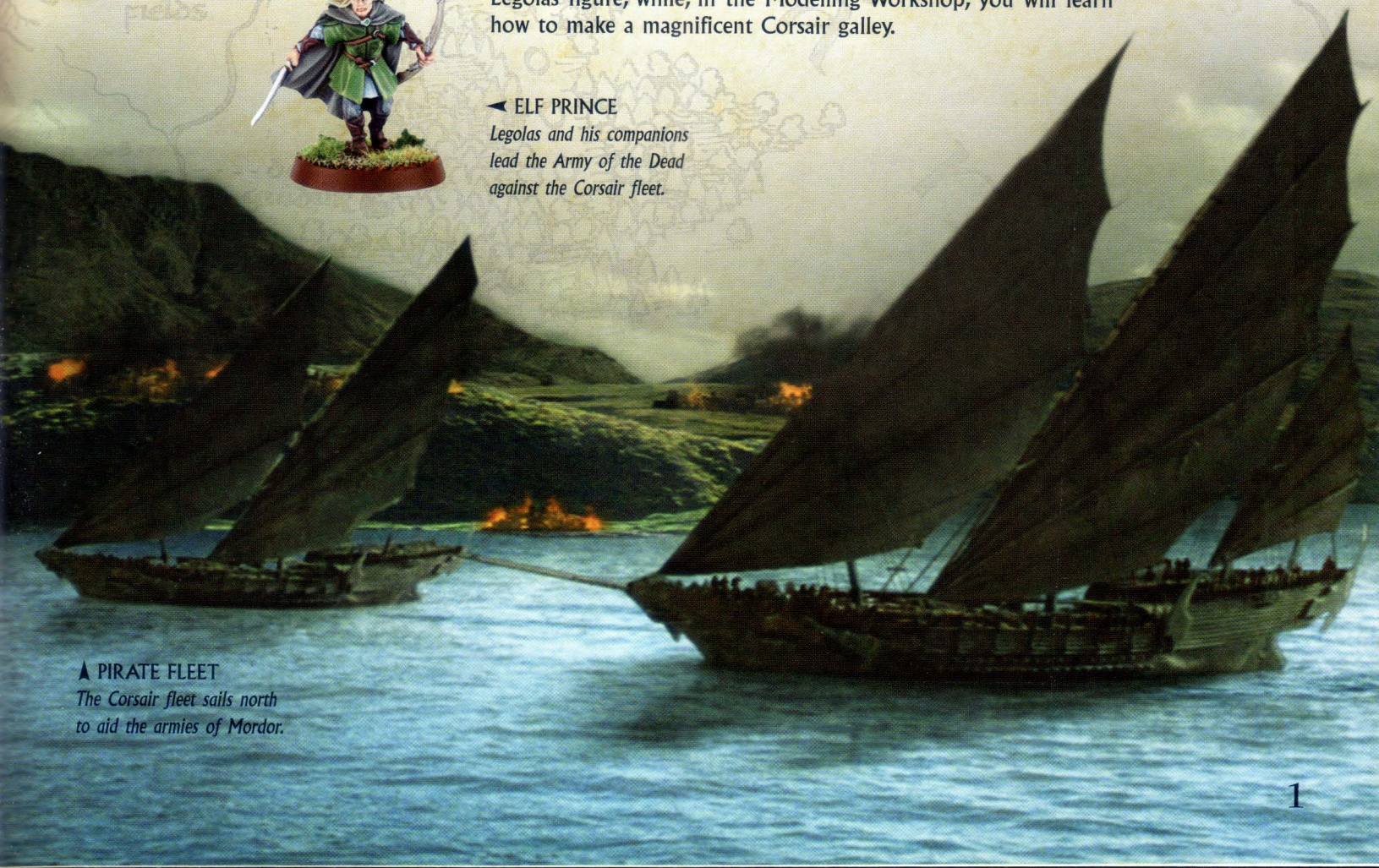


◀ ELF PRINCE

Legolas and his companions lead the Army of the Dead against the Corsair fleet.

▲ PIRATE FLEET

The Corsair fleet sails north to aid the armies of Mordor.





The Return of the King™

Sauron has unleashed his dark legions upon the city of Minas Tirith, to bring the kingdom of Gondor to an end. Here we present the final, climactic section of 'The Lord of the Rings' campaign – 'The Return of the King'.



▲ A TIME OF WAR

From the dark lands of Mordor, Sauron's army comes to bring death and destruction to the world of Men.

Across the length and breadth of Middle-earth, the forces of the Dark Lord have brought war and ruin to the free races. From the forests of Lothlórien to the lands of Rohan and Gondor, Men, Elves and Dwarfs have taken up arms to turn back the armies of Mordor from their borders. Amidst the carnage and chaos of war, the fate of the world now rests with a small group of courageous individuals.

Starting in this Pack's Playing the Game, we present the final section of 'The Lord of the Rings' campaign. Having followed the adventures of your chosen Heroes from the peaceful meadows of the Shire, through the dark Mines of Moria and then onto the war-torn lands of Rohan, they have finally arrived at the ultimate confrontation with the Dark Lord. In this section, the Ringbearer will face the trials and terrors of Mordor as he and his Companion make the last leg of their trek to the fiery slopes of Mount Doom. Meanwhile, the Heroes of The Fellowship lead the Free Peoples in battle against Sauron's Orcs. Only through the actions of these few brave souls will the fate of Middle-earth be decided.

Continuing the Campaign

'The Return of the King' forms the final part of 'The Lord of the Rings' campaign, first presented in Pack 59, and it allows the players to take their Heroes through the final climactic battles for Middle-earth. As with the other sections of the campaign, it is possible to play this part by itself. If this is the case, then the Good player may choose his own Fellowship – as detailed in Pack 60 – before beginning.



◀ END OF THE ROAD

After many long miles and countless dangers, the Ringbearer's quest is finally drawing to a close.



SPECIAL CAMPAIGN RULES

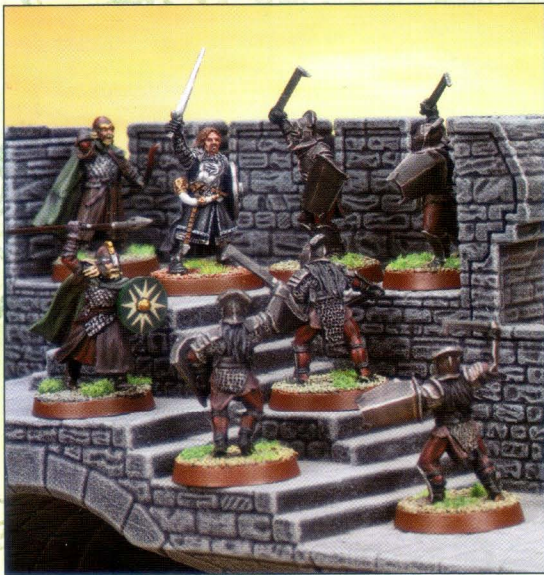
Death of a Hero

As with the previous sections of the campaign, a Hero taken out of action during a game may recover and be able to continue in a later game. To represent this, for each Hero killed during a battle, roll on the 'Death of a Hero' table. This is the same table as in Pack 59's *Playing the Game*, but is reproduced here for ease of reference. Remember that both Good and Evil Heroes killed during the game must roll on the table, and a Hero killed during the campaign cannot be used again.

DEATH OF A HERO TABLE

DICE RESULT

- | | |
|-----|---|
| 1 | The Hero is dead and may take no further part in the campaign. |
| 2-5 | The Hero has been badly wounded, but is still alive. He begins the next game with no Fate points. In the case of Heroes who have no Fate to begin with, they must begin the next game with only a single wound. |
| 6 | The Hero makes a full recovery and begins the next game as normal. |



▲ FOCAL CHARACTER

Here, Boromir has taken the role of Champion, and will influence scenarios.

Heroes of Middle-earth

Throughout 'The Lord of the Rings' campaign, the Heroes you selected for your Fellowship in Pack 60 may change considerably, as some members are killed and new ones are recruited. This can lead to some exciting possibilities, such as Elrond guiding The Fellowship through the Mines of Moria, or Boromir coming to Théoden's aid at Helm's Deep. During these many adventures it is important to keep track of the roles you have chosen for your Heroes, as this will determine which characters are available in certain scenarios, such as the Battle of the Pelennor Fields, where your chosen Champion will affect the forces available to you.

'You may have my sword.'
'And you have my bow.'
'And my Axe!'

ARAGORN™, LEGOLAS AND GIMLI™

The Results

Each scenario in the campaign has a Result chart, telling you how the campaign will continue depending on the outcome of that scenario. This will mean that the course of the campaign will be altered by whether the Good or Evil player triumphs in any given scenario. To use the Result chart simply work out who won the Battle Game and follow the instructions, which will tell you the scenario to play next. The Result chart will also detail any changes to the campaign based on who was victorious. The overall victor of the campaign is decided by fulfilling the objectives listed opposite.

WINNING THE CAMPAIGN

- The Good side wins if The One Ring is destroyed.
- The Evil side wins if, at any stage, the Ringbearer is killed, due to a roll of a 1 on the 'Death of a Hero' table.



Shelob's™ Lair

To enter the dark lands of Mordor, the Ringbearer and his Companion must follow Gollum through the treacherous Pass of the Spider. Little do they suspect, however, that they are being led into a deadly trap.

In the shadowy, cursed corners of Middle-earth forgotten horrors still lurk, like the great she-spider Shelob. Survivor of a long-forgotten age, she has made her lair high above the fortress of Minas Morgul, in the Mountains of Shadow. When the Ringbearer is unwittingly led into Shelob's lair by the treacherous Gollum, he faces one of the greatest challenges of his quest. With the aid of his Companion he must try to escape from the spider's lair alive, or become another of Shelob's victims.

► INTO THE SPIDER'S LAIR
The Ringbearer and his Companion find themselves trapped within the web-filled passages of Shelob's lair.



Playing the Battle Game

'Shelob's Lair' was detailed in Pack 63.

In this scenario, the Good player will need to substitute Frodo and Sam with their chosen Ringbearer and Companion respectively. Otherwise the game can be played as presented.

RESULTS

- If the Evil player wins this scenario, or it is a draw, proceed to 'Treachery at Cirith Ungol'.
- If the Good player wins the scenario, play the 'River Assault' Battle Game next.



Treachery at Cirith Ungol™

The Ringbearer has fallen into the hands of The Enemy and is being held high in the tower of Cirith Ungol, guarded by Orcs and Uruk-hai. Only through the quick actions of his Companion will he survive to complete his quest.

Having fallen prey to Shelob's paralysing sting, the Ringbearer has been captured and taken to the tower of Cirith Ungol. Held prisoner by Orcs and Uruks he faces a fate far worse than death. However, it seems that fortune favours him, as the Mordor Uruk-hai come to blows with the Morgul Orcs over his Mithril shirt, and a full-scale battle ensues. Under cover of this furious battle, the Ringbearer's Companion manages to slip into the fortress and attempt a daring rescue.

► **CHAOS IN CIRITH UNGOL**
With Orcs and Uruks locked in furious battle, the Ringbearer's Companion sneaks into the Mordor fortress.



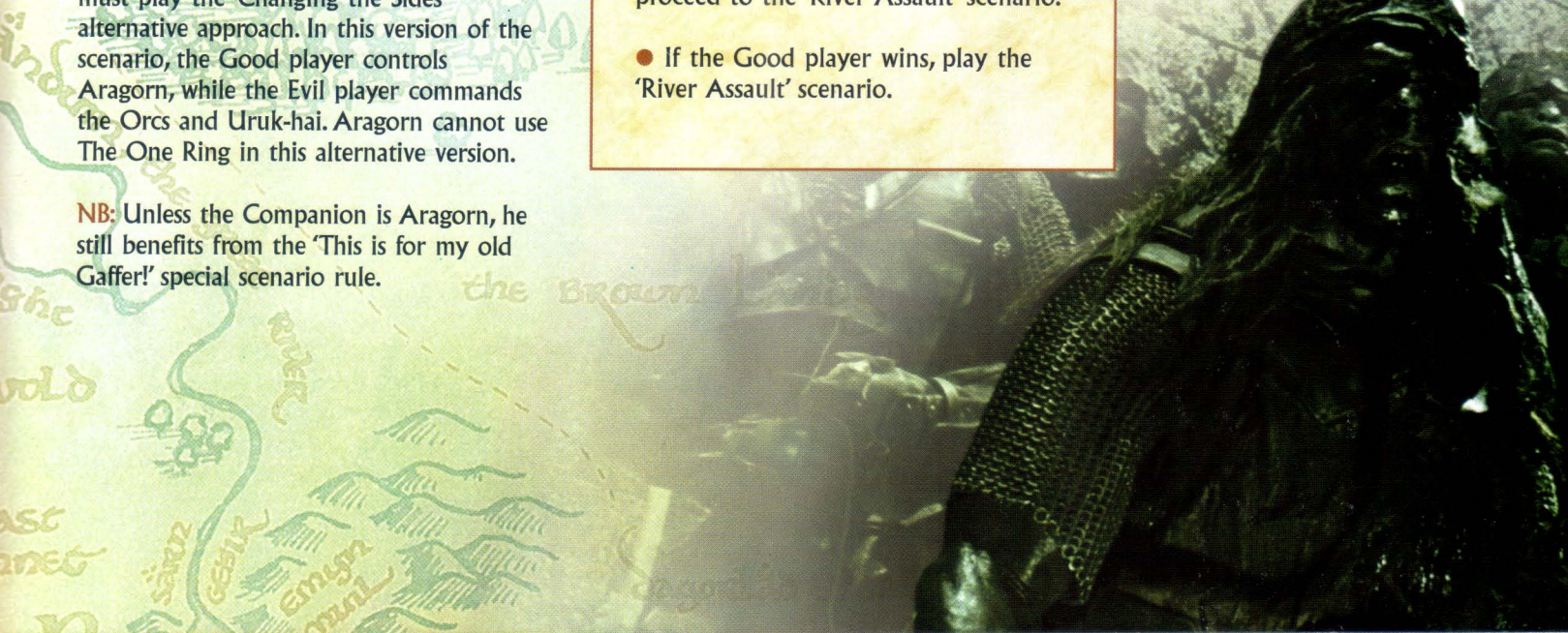
Playing the Battle Game

'Treachery at Cirith Ungol' was presented in Pack 49. In this scenario the Good player will command the Orcs and replace Frodo and Sam with his chosen Ringbearer and Companion respectively. The Evil player will control the Uruk-hai. If the Good player's chosen Companion is Aragorn, then he must play the 'Changing the Sides' alternative approach. In this version of the scenario, the Good player controls Aragorn, while the Evil player commands the Orcs and Uruk-hai. Aragorn cannot use The One Ring in this alternative version.

NB: Unless the Companion is Aragorn, he still benefits from the 'This is for my old Gaffer!' special scenario rule.

RESULTS

- If the Evil player wins, then the Good player must make a roll on the 'Death of a Hero' table for his Ringbearer. Assuming that he survives, proceed to the 'River Assault' scenario.
- If the Good player wins, play the 'River Assault' scenario.





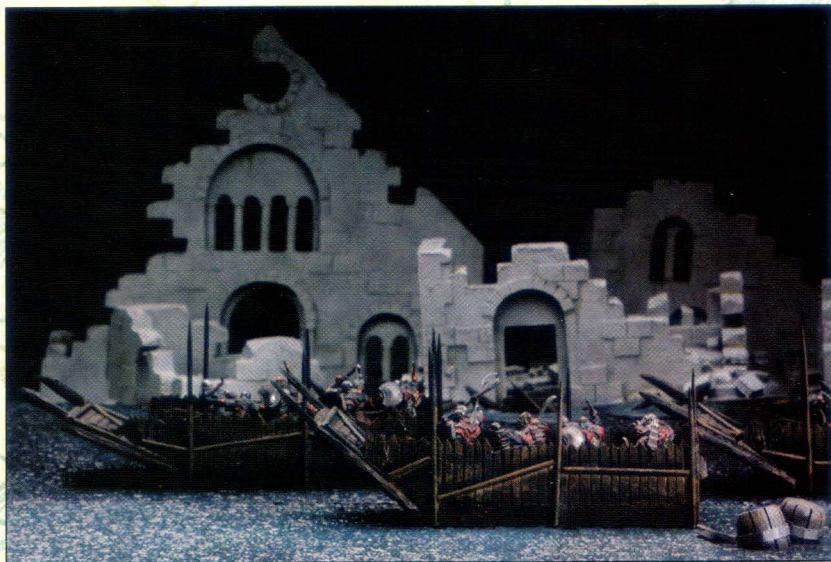
River Assault

In a deadly surprise attack, the forces of Mordor have crossed the Anduin and attacked the Gondorian garrison in Osgiliath. The brave defenders must try desperately to hold this, the last line of defence before Minas Tirith.

In the cold, dark hours before dawn, Sauron's massive army has slipped across the Anduin in crudely-made boats to assault the Gondorians defending the west bank. Striking from the water with surprise and strength on their side, they intend to crush all resistance and capture the ruined city of Osgiliath once and for all. Only a few brave warriors now stand between them and an all-out attack on the White City.

► ATTACK

The Orcs quietly cross the river, ready to take the defenders by surprise.



Playing the Battle Game

The 'River Assault' Battle Game was detailed in Pack 41. This scenario is played as presented there, with the following exceptions:

- Instead of using the combatants listed, both players have 400 points with which to build their forces.
- The Good player's force must include his chosen Champion from the Council of Elrond. It is also restricted to warriors from the forces of Gondor list in Pack 23. The force must include at least 16 models.
- The Good player's Champion and up to 10 warriors, but no other Heroes, start the game on the board while the remainder of his force arrives following the 'Raise the Alarm' special scenario rule.
- The Evil player must create his army using the forces of Mordor list, from Pack 24. He must also include Gothmog as part of his force, but may not include any Mordor Trolls, Warg Riders or Ringwraiths.

RESULTS

- If the Evil player is victorious, play 'The Doomed Charge' battle game.
- If the Good player wins, proceed to the 'Siege of Minas Tirith' detailed next Pack. In addition, the Champion has bought more time for Minas Tirith to prepare its defences and the Good player may add an additional 250 points to his force for the battle.



The Doomed Charge

In his madness, Denethor has ordered Osgiliath to be retaken from the enemy at any cost. A desperate attack must now be made against the Mordor forces firmly in control of the city, most likely at a high cost in Gondorian lives.

The forces of Gondor defending Osgiliath have proven no match for the hordes of Mordor. Outnumbered and overrun, they have retreated from the shattered city to the nearby safety of Minas Tirith. However, Denethor is not content with losing the city, and in his deranged state has ordered his soldiers to retake it. It now falls to a small band of Gondorians and Heroes to attempt this clearly suicidal mission.

► INTO THE FRAY

The Gondorian assault force charges into the heavy Mordor defences at the edge of Osgiliath.



Playing the Battle Game

'The Doomed Charge' scenario was detailed in Pack 59. This scenario is played as presented there, with the following exceptions:

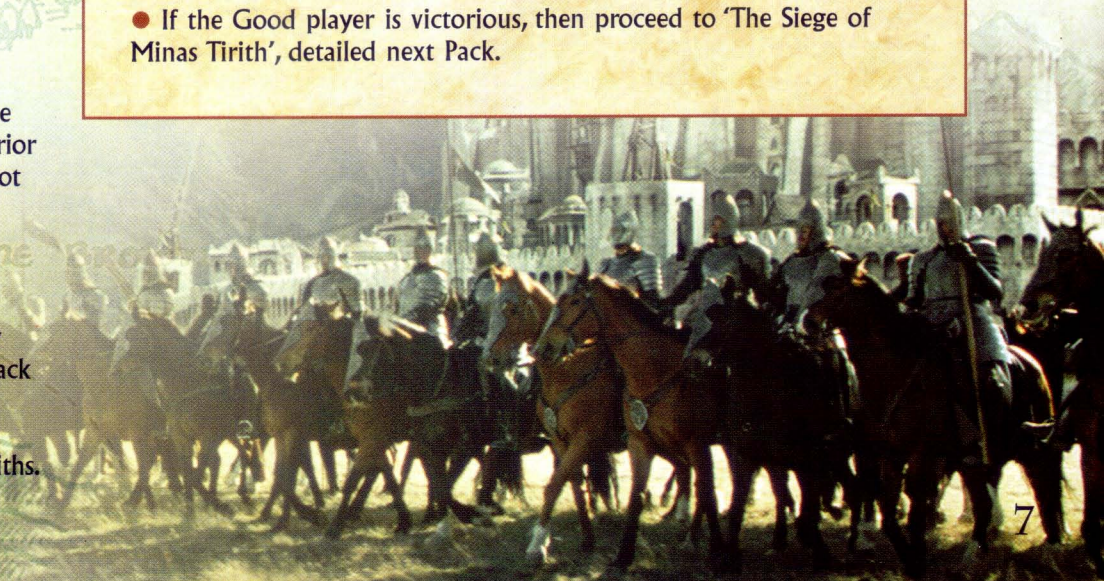
- Instead of using the combatants listed, the Good player will have 250 points with which to build his force and the Evil player will have 500 points with which to build his force.

- The Good player's force must include Faramir or, if he has been killed, a Warrior of the Fellowship in his stead. It may not include any other Heroes. It is also restricted to models from the forces of Gondor list in Pack 23.

- The Evil player must create his army using the forces of Mordor list, from Pack 24. His force must include at least 36 Orcs. It may not, however, include any Mordor Trolls, Warg Riders or Ringwraiths.

RESULTS

- If the Evil player wins this scenario, proceed to the 'Siege of Minas Tirith' detailed in Pack 77. In addition, this victory has allowed Mordor to further gather its strength and the Evil player may add 250 points to his force in the following Battle Game.
- If the Good player is victorious, then proceed to 'The Siege of Minas Tirith', detailed next Pack.





Capture the Fleet

A fleet of Corsair ships lies docked along the River Anduin, their holds filled with mercenary warriors. Aragorn and his companions must capture the fleet's flagship to prevent its deadly cargo from reaching the Battle of the Pelennor Fields.



Having survived the harrowing journey through the Paths of the Dead, Aragorn, Legolas and Gimli finally reach the realm of Gondor. There they find the lands under attack from Corsair pirates sailing from the port city of Umbar. These heartless coastal raiders usually prey upon vulnerable ships off the coast of Gondor. Now, however, they have been pressed into the service of Sauron – ferrying mercenary warriors north to his siege of Minas Tirith. With the Army of the Dead as allies, Aragorn has the strength to destroy the mercenaries and capture the fleet, but only if he can prevent the ships from escaping. The key to Aragorn's victory is stopping the fleet's flagship from casting off. If this is achieved then the rest of the fleet will sit idle, giving the Army of the Dead a chance to swarm all over them, stealing the life from their bodies.

◀ BOARDING ACTION

The heroes of *The Fellowship* battle to prevent Sauron's reinforcements from reaching the beleaguered city of Minas Tirith.

THE COMBATANTS

For this Battle Game, the Good player will need the Aragorn model from Pack 61, the Gimli model from Pack 21 and the Legolas model included as part of this Pack. The Evil player will need all 16 card Dunlending figures from Pack 67 to represent his Deck Crew. From the models included in Pack 70, six Haradrim with bows can be used as Corsair Archers and four Haradrim with spears can represent the Corsair Slavers. Finally, he will also need a Haradrim warrior to represent the Fleet Captain.



▲ CORSAIR CAPTAIN

You could use parts from your *Heroes of Middle-earth* conversion sprue to create a suitable looking Fleet Captain for use in this game.



▲ SAVAGE CREWMEN

The Haradrim and Dunlending models and figures look most like the Corsairs from the movies and are perfectly suitable for this game.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Aragorn	6/4+	4	5	3	3	6	14cm/6"	3+1	3	3
Legolas	6/3+	4	5	2	2	6	14cm/6"	3	2	2
Gimli	6/4+	4	8	2	2	6	14cm/6"	3	2	2
Fleet Captain	5/-	4	5	3	3	5	14cm/6"	3	1	2
Corsair Slavers	4/-	4	4	1	2	4	14cm/6"	1	0	0
Corsair Archers	3/4+	3	3	1	1	4	10cm/4"	-	-	-
Deck Crew	3/-	3	3	1	1	3	14cm/6"	-	-	-

Heroes of The Fellowship

Aragorn, Legolas and Gimli attempt to destroy the Corsair fleet. In this game, Aragorn wields his mighty sword Andúril. The rules for this weapon can be found in Pack 26.



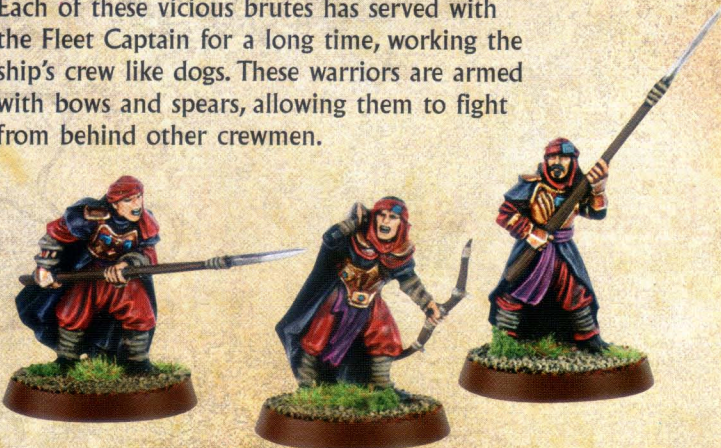
Fleet Captain

The leader of the Corsair fleet is a capable and experienced captain. He has clawed his way through the ranks with the benefit of a few underhanded tactics. As such, he uses the Dirty Tricks special rule, as presented on page 10, and he fights with a cutlass (hand weapon).



Corsair Pirates

Each of these vicious brutes has served with the Fleet Captain for a long time, working the ship's crew like dogs. These warriors are armed with bows and spears, allowing them to fight from behind other crewmen.



Deck Crew

These lowly deck hands are ill suited to combat, as their skills lie in sailing ships. However, when danger threatens they are more than willing to take up arms to defend their vessel. All these warriors are armed with hand weapons despite what is depicted on the model.





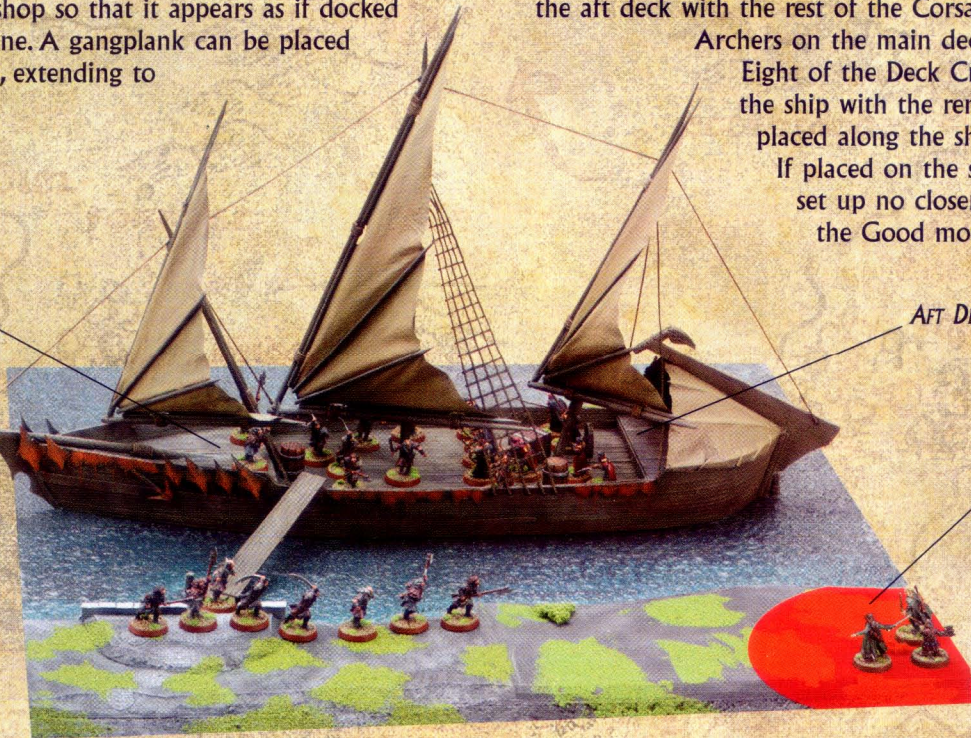
The Gaming Area

Four of the large tile shoreline and lake sections created in Pack 19 can be used to represent the River Anduin. Place the Corsair ship created in this Pack's Modelling Workshop so that it appears as if docked along the shoreline. A gangplank can be placed on the fore deck, extending to the shore.

FORE DECK

AFT DECK

GOOD HEROES
DEPLOYMENT



Starting Positions

Aragorn, Legolas and Gimli start this game on the shore. Place them within 14cm/6" of the corner farthest from the fore deck's gangplank. The Fleet Captain starts the game on the aft deck with the rest of the Corsair Slavers and

Archers on the main deck in front of him.

Eight of the Deck Crew are placed on the ship with the remainder either being placed along the shore or on the ship.

If placed on the shore, they can be set up no closer than 20cm/8" to the Good models.

Special Scenario Rules

Dirty Fighting

The ship's master has lied, cheated and murdered his way into the position of Fleet Captain. Along the way he has learned an arsenal of underhanded tactics and devious tricks that allow him to gain an unfair advantage in combat. To represent these skills in this Battle Game, the Fleet Captain can force one opponent he is in combat with to re-roll one of their dice when determining who wins a Fight.

► DIRTY FIGHTING

The Fleet Captain uses his Dirty Fighting to force Aragorn to re-roll his highest dice roll, resulting in him losing that combat and being pushed back.



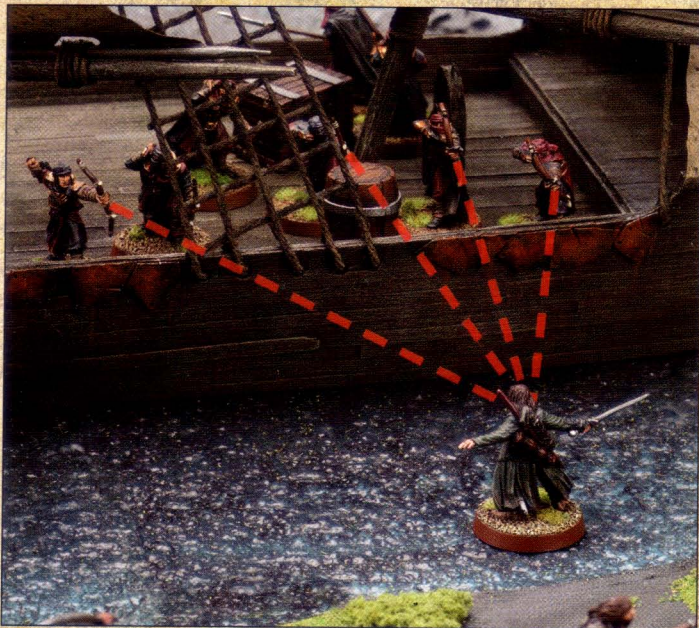
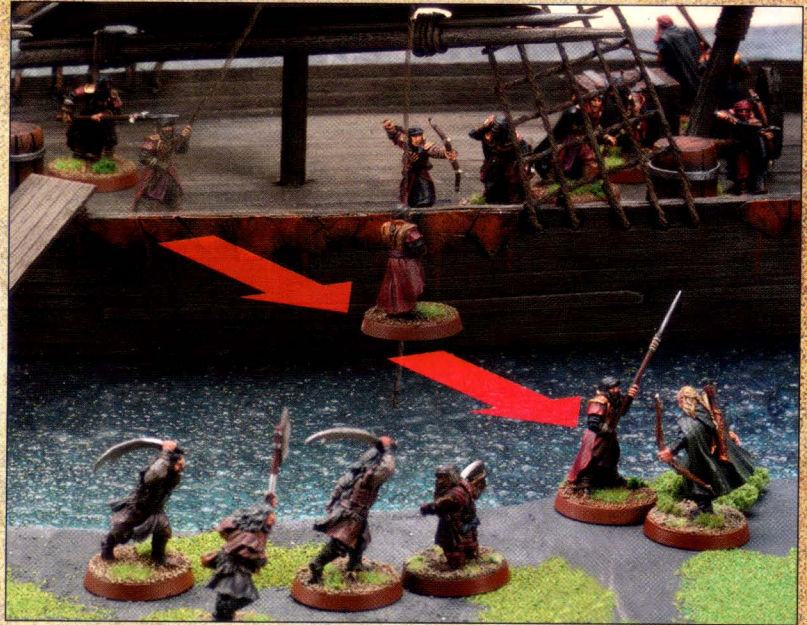


Swinging from the Rigging

The Deck Crew are adept at clambering around the rigging of the ship, swinging from mast to deck with ease. To represent this agility in the game, the Deck Crew may make a Rigging Swing in the Move Phase. The Rigging Swing is a special 20cm/8" move that can only be used to move the model from the ship to the shore. The Rigging Swing can take the model into combat just like a normal move. Once the Deck Crew model has reached the shore he can no longer make a Rigging Swing.

► ACROBATIC MOVE

The member of the Deck Crew uses his Rigging Swing to get from the deck directly into combat with Legolas.



Swimming

The members of The Fellowship can attempt to board the ship by swimming to it and fighting their way over the sides. Swimming to the ship follows the same rule for swimming as presented in Pack 34's Battle Game, with Gimli being the only model wearing heavy armour. Archers shooting at characters in the water will need to make *In the Way* rolls to see if they can hit their targets. Once the character reaches the ship, the side of it counts as a defended obstacle and must be fought over if necessary, just as if it were a wall.

◄ DANGEROUS JOURNEY

*As Aragorn swims to the Corsair ship, the archers fire upon him. However, they must all make *In the Way* rolls, as Aragorn's body is half submerged in water.*

Slippery Footing

Moving around on the deck of the ship can be tricky as it is slick with water and swaying with the tides of the Anduin River. This means that any model wishing to move on the decking of the ship must roll a dice before it moves. The result is the maximum number of inches that can be moved that phase – double the result to find the distance in centimetres. Legolas, being a sure-footed Elf, adds 2cm/1" to this result, up to a maximum of 12cm/6". Gimli, however, is not so stable and suffers a reduction of 2cm/1" to the result, to a minimum move of 2cm/1".

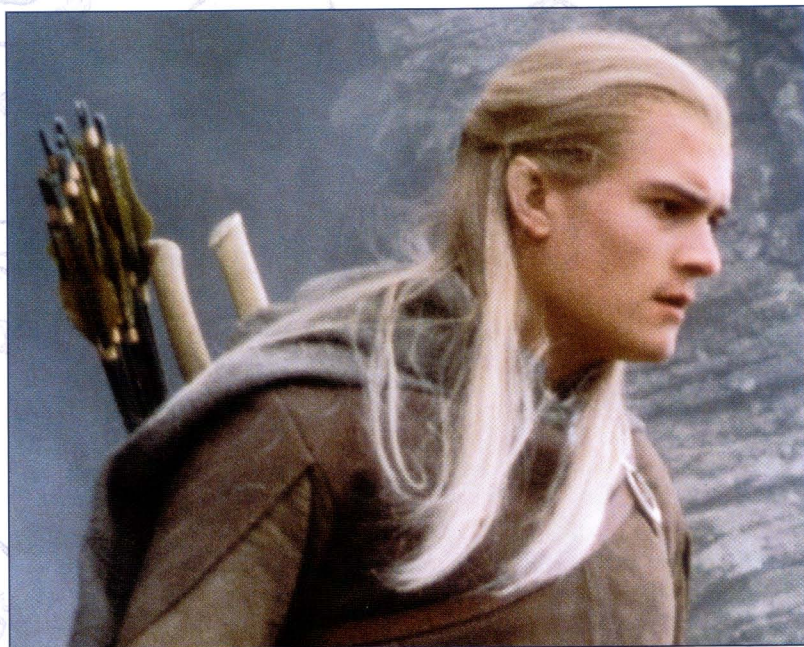
WINNING THE GAME

- The Good player wins if he can kill the Fleet Captain before the end of Turn 20.
- The Evil player wins if he can kill Aragorn, or if his Fleet Captain is still alive at the end of Turn 20.



Legolas

Legolas has been a loyal companion to Aragorn and Gimli throughout their numerous battles. This Painting Workshop shows you how to paint your new model, focusing on his weapons and equipment.



Legolas is a stalwart member of The Fellowship of The Ring, fighting alongside his friends from the depths of the Mines of Moria to the Black Gate of Mordor itself. Along the way Legolas has acquired gifts from the lady Galadriel in Lothlórien – given to him were a bow of the Galadhrim, a finely wrought quiver and an Elven cloak. Each of these gifts is depicted on your new model.

Painting this model provides an excellent opportunity for you display all the painting skills you have learnt over the course of Battle Games in Middle-earth and allows you to judge how much those skills have improved, as you can clearly compare this new model to the one you received back in Pack 8.

◀ ELVEN WARRIOR

Legolas' skills as an archer are enhanced with the powerful Galadhrim bow.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
CODEX GREY
FORTRESS GREY
SHADOW GREY
SPACE WOLVES GREY
GOBLIN GREEN
SNAKEBITE LEATHER
BLEACHED BONE

DARK ANGELS GREEN
SCORCHED BROWN
BESTIAL BROWN
MITHRIL SILVER
TANNED FLESH
DWARF FLESH
ELF FLESH
SKULL WHITE

VERMIN BROWN
VOMIT BROWN
GRAVEYARD EARTH
SHINING GOLD
MITHRIL SILVER
CATACHAN GREEN
BUBONIC BROWN
KOMMANDO KHAKI

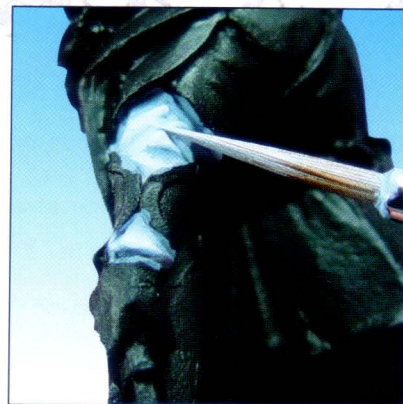


1 Trousers and Undershirt

Legolas' breeches are painted a grey colour. Mixing a little Chaos Black with Codex Grey creates the base tone for the trousers. More Codex Grey is added to this mix for the successive highlights. Fortress Grey is then mixed in for the final few highlights. His undershirt is painted in a very similar way, but it is more blue-grey than pure grey. To achieve this subtle difference, mix Shadow Grey in with the Codex Grey, and Space Wolves Grey in with the Fortress Grey, when mixing the paints for the highlights.



◀ The plain grey colour of Legolas' trousers is achieved by only using Codex Grey and Fortress Grey for the highlights.



➤ Mixing Shadow Grey and Space Wolves Grey with the highlights creates a contrast between the blue-grey of the shirt and the grey of the trousers.

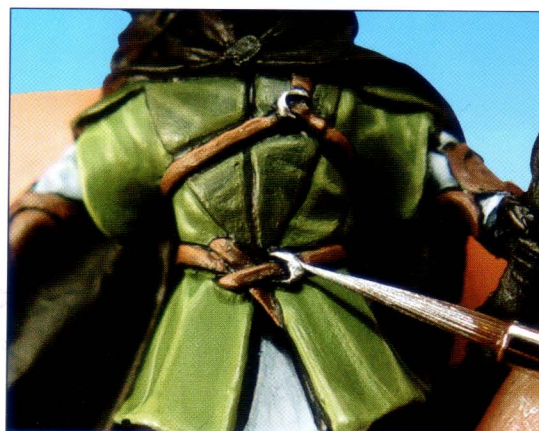
➤ To maintain the dark appearance of the green, keep the highlight layers fine and subtle.



◀ Apply the layers carefully to create an even blend when painting the highlights.

3 Supple Leathers

The boots and bracers that Legolas wears are made from strong yet supple leather. These can both be painted using the same colours. First, create a base colour from a mix of Scorched Brown with a little Chaos Black. Next, start to highlight this by mixing in more Scorched Brown. Finally, mix in Bleached Bone to bring the highlights to their lightest tone. The straps that hold Legolas' quiver to his back can be painted a slightly different shade of brown to provide a bit of contrast. Start by mixing Scorched Brown with Bestial Brown as the base colour. Highlight this with a layer of Bestial Brown. Finally, mix in a small amount of Bleached Bone for the last highlights.



◀ When you have finished painting the straps, you may find it convenient to paint the clasps Mithril Silver too.

➤ With most of the clothing finished, it is time to paint Legolas' skin.



4 Painting Flesh

The details of Legolas' face show up clearly on this model, providing an ideal opportunity for you to use the layering technique to paint the flesh. Creating an accurate flesh tone by mixing paints can be challenging. Thankfully, the Citadel Colour paint range provides an excellent series of flesh colours – Tanned Flesh, Dwarf Flesh and Elf Flesh. These paints, when used with Bestial Brown and Skull White, provide the full range of skin tones required here. These paints are applied in sequential layers, with an intermediate mix of the two tones applied between each. This is illustrated on the accompanying diagram.



▲ Here you can see what the face looks like with the layers built up to pure Dwarf Flesh.



► Here, you can see the face finished, with all the highlights applied.



► The peacock detail on the back of the quiver can be carefully picked out when applying the highlights.



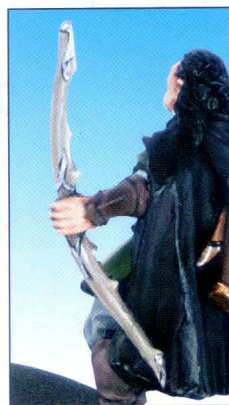
► This graphic shows you how each of the layers for Legolas' skin is created.

5 Elven Quiver

The Quiver itself is painted Bestial Brown with layers of highlights being built up through Vermin Brown and Vomit Brown. The gold detail is first painted Shining Gold followed by a wash of Scorched Brown to provide shading. Shining Gold is then applied again as a layer of highlight followed by a final highlight of Shining Gold mixed with Mithril Silver. The arrow flights are painted Catachan Green with the shafts painted first Snakebite Leather, and then dry-brushed Bubonic Brown. Legolas' fighting knives can be painted Bleached Bone, highlighted with Skull White and given Shining Gold details. The blade is painted Mithril Silver.

6 Galadhrim Bow

Legolas' new bow is made of a different kind of wood to his previous one and is much lighter in tone. To create the distinctive look to this weapon, start with a base colour of Graveyard Earth. Next, mix Kommando Khaki in with this and apply the mixture in streaks along the length of the bow to create the impression of wood grain. Finally, add a small amount of Skull White in with the previous mix and apply this mix more finely over the streaks. Details can be painted onto the bow by first painting a fine pattern with Chaos Black before going over it with Mithril Silver.



◀ In this picture you can see where the silver details have been painted over the wood.

► Only the hair and cloak remain to be painted.





► Mixing Mithril Silver with Dark Angels Green makes the clasp stand out from the rest of the greens on the model.

◀ The final highlights are painted to give the effect of a flowing cloak.



7 Elven Cloak

When The Fellowship left the forest of Lothlórien, Legolas was given a cloak of Elven weave by the Lady Galadriel. A base colour of Codex Grey mixed with some Graveyard Earth and Catachan Green is applied to the cloak, darkened with a little Chaos Black in the deepest folds. This colour is then highlighted by mixing in some Bleached Bone. Skull White is added for the final highlight layer. The clasp is first painted with a mix of Dark Angels Green and Mithril Silver and then the edges are rimmed with pure Mithril Silver paint.

8 Blonde Hair

Legolas' blonde hair is painted using the same colours as used on Haldir's hair in Pack 28. However, a different technique is used here. As the detail of the hair is so finely sculpted, dry-brushing it may cause it to look untidy. To counter this, the strands of hair are painted using the layering technique. Start with a layer of Snakebite Leather followed by Bubonic Brown. Finally, highlight the strands with Bleached Bone.



▲ The strands of Legolas' hair show up better if painted rather than dry-brushed.



▲ With the base painted and flock added, your finished Legolas model is ready to take to the battlefield to fight alongside his companions.

RECAP

As shown in previous Painting Workshops, you can use the skills and techniques you have learnt throughout the course of *Battle Games in Middle-earth* to add to the Legolas model you have previously painted. Mainly this involves applying highlights to most of the model, but the skin and the hair can be re-painted using the techniques shown for Haldir in Pack 28.



◀ Here you can see how a few layers of highlights and a re-paint of the skin and hair have enhanced the look of this Legolas model.



Corsair Galley

The Corsairs of the Umbar Coast are accomplished seamen, who use their swift galleys to perform lightning-fast raids on the vessels of other nations. Here, we look at how to make the galleys of these pirates – the scourges of the coasts of Middle-earth.



Corsair ships are uniquely designed for speed and durability. The pirates of Umbar typically spend long stretches of their time at sea, and rely on their vessels to stand up to the rigours of prolonged naval battles. The sleek, elegant design of the Corsair ships belies their deadly nature and resilience.

Building a Corsair ship is more straightforward than it looks. By paying attention to lots of intricate details, you can make a model that will be both functional and aesthetically pleasing. This project uses references from *The Return of the King* movie, in an attempt to make an accurate representation of a Corsair galley.

◀ PIRATES OF UMBAR

The Corsairs sail in small fleets, always on the lookout for plunder.

YOU WILL NEED

Modelling Essentials

In addition to the usual modelling essentials, you will need:

25MM/1" THICK
STYRENE SHEET
LONG-BLADED KNIFE
FOAM CARD
THIN AND THICK CARD
THIN AND THICK
BALSA SHEET

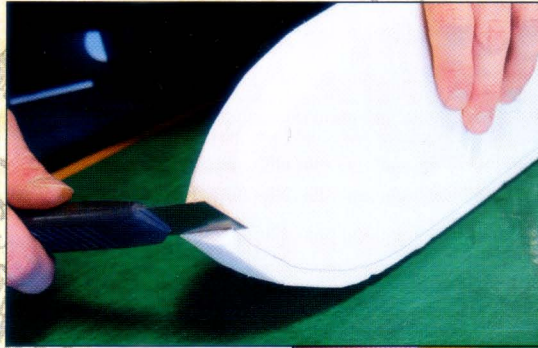
DRESSMAKING PINS
THICK GARDEN WIRE
PAPER TOWELS
THICK ROUND
BALSA ROD
SANDPAPER
BALL OF STRING
THIN PLASTIC CARD
BAMBOO BARBECUE
SKEWERS

CHAOS BLACK
SPRAY PAINT
CHAOS BLACK,
SCORCHED BROWN,
GRAVEYARD EARTH,
KOMMANDO KHAKI,
DESERT YELLOW,
BOLTGUN METAL,
DARK FLESH AND
BLAZING ORANGE
ACRYLIC PAINTS
BLACK INK



1 The Hull Shape

The basic galley hull is made from a layer of 25mm/1" thick styrene, cut to a boat-like shape, roughly 50cm/20" long and 15cm/6" wide at its longest and widest points. Next, you will need to slope the sides to replicate the curvature of the hull. Using a sharp, long-bladed hobby knife, carve a slope into the edge of the styrene all the way around.



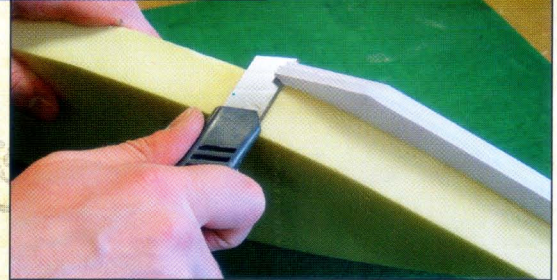
◀ SHAPING THE HULL

Cut around the styrene hull with your knife held at an angle to make a realistic slope.

Finally, you will need to add the raised platforms at the stern and prow (back and front) of the hull. Glue two sheets of foam card, one on top of the other, to the fore and aft parts of the hull – extending about 12cm/5" from each end. Once dry, use a long-bladed knife to trim these down, being careful to follow the slope of the hull that you have already made.

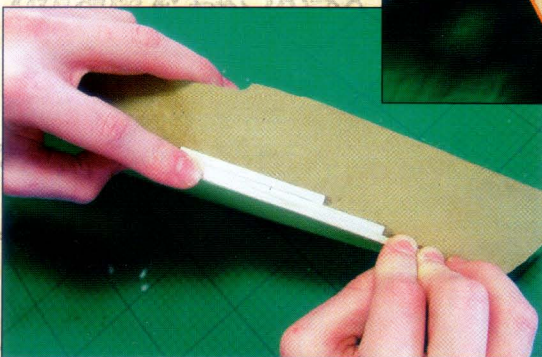
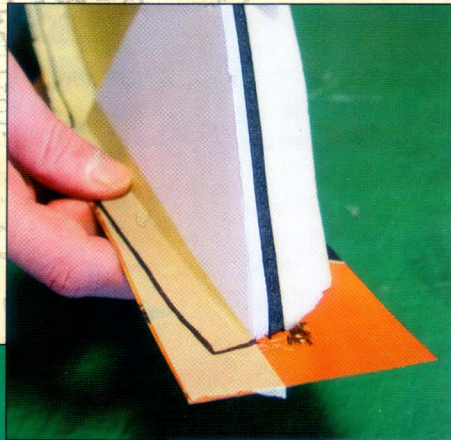
▶ RAISED DECKS

Use the slope of the hull as a guide when trimming the raised decks.



▶ APPLYING THE CARD

The card walls are secured in position with masking tape.



◀ PLANKING

Apply the balsa sheet in thin strips to create a realistic planked effect.

2 Cladding the Galley

The sides and top of the galley need to be clad in balsa wood. However, before you start this process, build up the sides of the hull with thin card. Simply cut two strips of card – one for each side of the hull – each about 2cm/1" higher than the raised platforms at the fore and aft parts of the deck. Glue these to the sides of the hull with PVA – you might find it easier to apply masking tape to hold the card in place, as gluing card to a curved surface can be tricky. When the glue has dried, trim down the card as desired. Finally, to cover up any joins in the card, use strips of masking tape. This has the added effect of strengthening the card walls.

Next, take a sheet of thin balsa wood and cut it into strips, each about 5mm/1/8" wide. In order to work, you will need the thinnest balsa wood possible, as it will need to bend slightly to follow the curvature of the hull. Glue your strips to the sides of the hull, and then to the top surface of the deck, in a similar fashion to the planking technique from Packs 33 and 51.

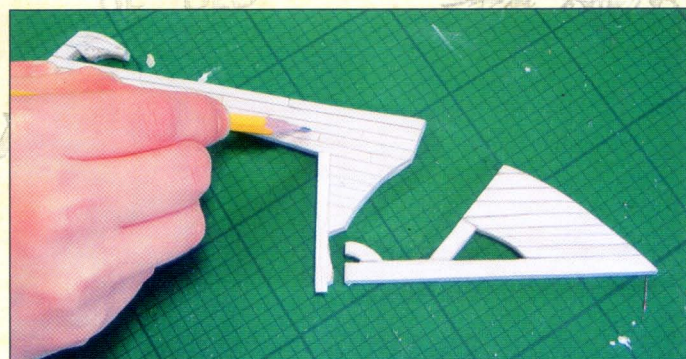
◀ COMPLETED HULL

With the side walls trimmed down, the galley is ready for further details.



3 The Rudder

At the stern of the galley, the rudder is connected to a large keel. Both of these are made by cutting the desired shape from a piece of stiff card. The keel juts inward from the back of the hull, while part of it hangs over the stern so that the rudder can be attached. The rudder shown is just one example – you can try a variation on this shape if you wish. Both the keel and the rudder are clad in thick balsa wood, with planks and weathering scored in where desired. You can also score detail into the wooden parts of the keel, creating a figurehead effect. Finally, push a long dressmaking pin through the rudder, from the bottom upwards, which will be used to attach it to the keel so that the rudder actually moves from side to side.



▲ SCORING THE RUDDER

Here, you can clearly see the shapes of the keel and rudder.

► GLUING THE CANOPY

Watered-down PVA glue makes the paper towel sag and adhere to the supporting spokes.



4 The Canopy

Attached to the keel is a canvas tent. To begin with, a frame is constructed by bending thick garden wire into arch shapes, then attaching them to the keel. Fan these out slightly to create a series of spokes. Next, take some pieces of paper towel and soak them in watered-down PVA glue. Attach these to the wire frame, terminating each side at the central keel, to make a canopy. When the towel dries, it will be quite hard, making it easier to paint.

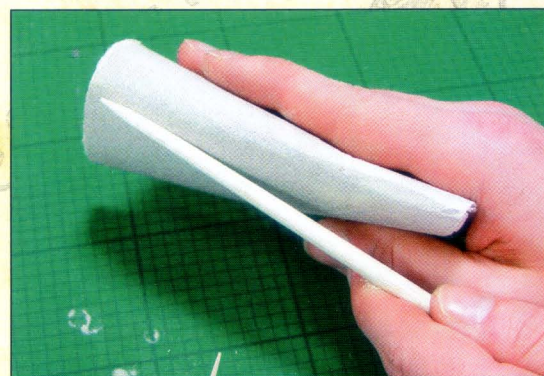
5 Masts

The Corsair galley has three masts, onto which the sails will be attached later. Begin by cutting three lengths of thick, round balsa wood rod. The central mast is around 30cm/12" long, while the other two are about 22cm/9" long. Next, use PVA glue to stick a tight coil of string around the mast, about 5cm/2" from the bottom. Look to cover an area about 2½cm/1" long with string before trimming off the end. Finally, use sandpaper to whittle down the tops of the masts into a slight point.

Mark the positions of these three masts on the deck – the longest will be positioned in the dead centre, with the smaller ones in front and behind it. Where you have marked the positions, cut into the balsa cladding on the deck. Glue the masts into these holes. Finally, create one more balsa rod in the same way as the shorter masts, above. This will extend over the front of the hull from the fore deck. You will need to trim the rod down so that it sits flush against the deck. Finally, to make this rod sturdy, construct a prow in the same way as the keel and rudder, which will attach this rod to the front point of the hull.

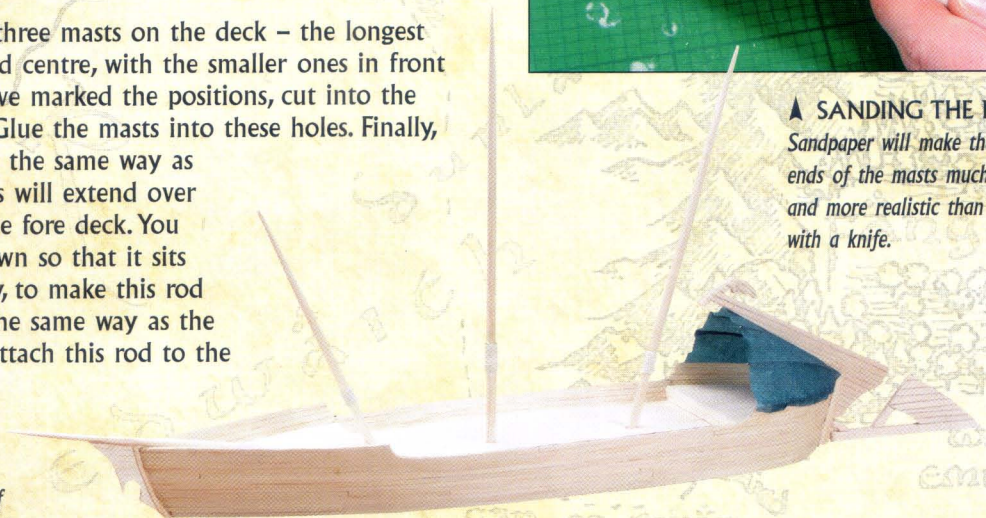
► TAKING SHAPE

Note the intricate shapes of the rudder, prow and keel.



▲ SANDING THE MAST

Sandpaper will make the pointed ends of the masts much smoother and more realistic than whittling with a knife.

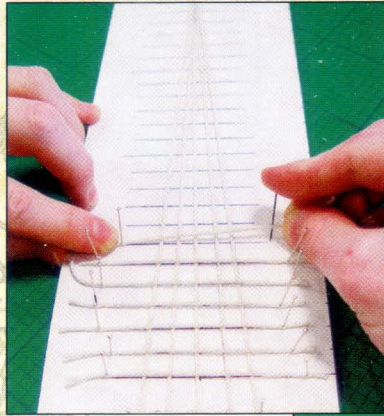




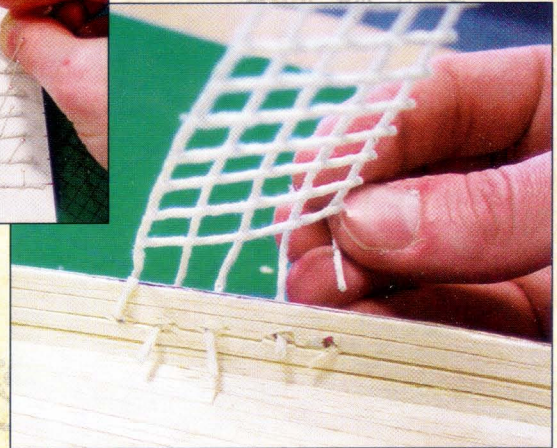
6 The Rigging

The various ropes and net-like rigging on the galley are made from string. Each set of rigging is made by cutting four lengths of string, long enough to stretch from the walls around the hull, almost to the tops of the masts. Lay these out next to each other, so that they get progressively closer together towards one end. Next, cut lots of smaller pieces of string, and glue these across the four strands with small blobs of superglue, creating the net effect. One of the easiest ways to do this is to pin each section of string down to a piece of foam card or balsa wood, to keep it stretched out while the glue dries. Once the rigging is dry, attach the widest end to the hull by pushing small holes into the deck wall and sticking the string through them. Glue the thinnest end to the central mast, gathering the ends together if necessary.

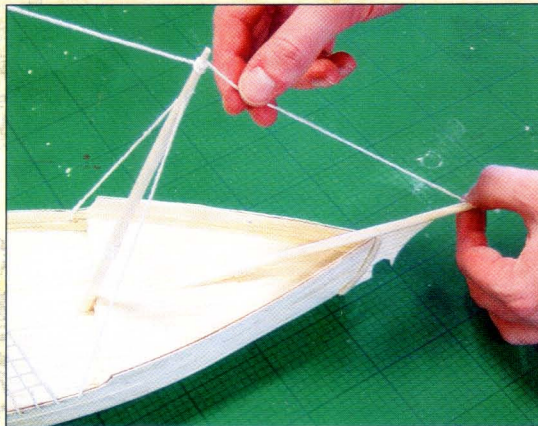
Next, take a long piece of string and wrap it around the prow rod, using a spot of superglue to secure it. Keeping the string taut, stretch it over to the front mast and wrap it around there also, again securing it with glue. Repeat the process for the central mast, wrapping the string over the top of the rigging strands, hiding the joins, then taking it over to the rearmost mast. Finally, poke a hole through the top of the stern section and stretch the string over to it. Thread the string through the hole and tie it off, before trimming away the excess.



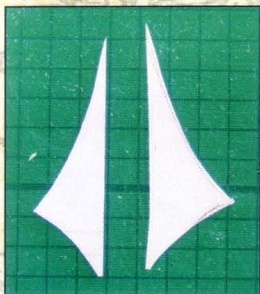
◀ **MAKING RIGGING**
Pinning the ropes in place as they dry will make the rigging more precise.



▶ **ATTACHING RIGGING**
Feed the ends of the rigging through the holes in the deck walls before gluing them into place.

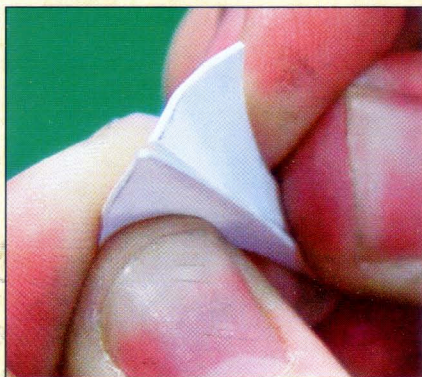


◀ **AFFIXING THE ROPES**
Keep the string taut as you glue it to each mast in turn.



◀ **PLASTIC CARD PLATES**
Two triangles of plastic card will form the basis of the beaten armour plates.

▶ **ASSEMBLING THE PLATES**
Plastic glue and a bit of patience will result in some realistic spiky armour plates.



7 Armour Plates

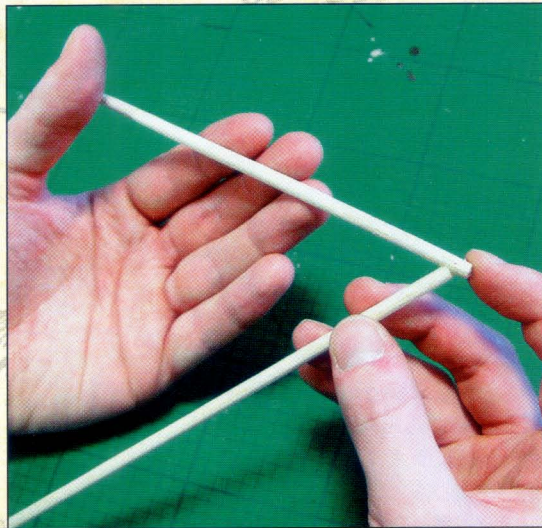
To make the metal armour plating for the sides of the galley, you will need a sheet of thin plastic card, available from most good model shops. With a sharp craft knife, cut out a series of isosceles triangles – the longest edges need to be the same length – about 5cm/2" long should be fine. Each plate will be made by gluing together two of these triangles to form a diamond shape. While the triangles are separate, you can bend and manipulate them so that, when the long edges are glued together, they are spikier and more three-dimensional. The joy of plastic card is that you can score into it with a craft knife, creating areas of battle damage, and indent it with a pin or nail to give the impression of rivet-holes. Glue these panels to the sides of the hull, closest to the front of the vessel, with the spikes protruding up over the hull walls. Finally, create smaller, flat panels of irregular shapes to fill the gaps between the spiky panels.



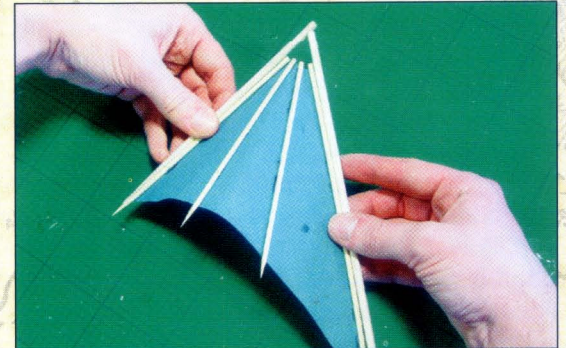
8 The Sails

The defining feature of any Corsair ship is its triangular sails. You will need to make three sails, one for each mast, and so one will be larger than the other two. The sails are constructed in two parts – a frame and the sail itself. The frames are made from two pieces of round balsa rod, joined together with glue and a pin to form an open-ended triangle. On the large frame, the bottom rod should be about 22cm/9", while the longer, upper rod should be about 33cm/13". The rods on the two smaller frames should be roughly 5cm/2" shorter than those. The free ends of the rods are sanded down to a point in the same way as the masts.

The sails are made from pieces of paper towel stuck to bamboo barbecue skewers. Create a rough triangle shape from a piece of paper towel, slightly smaller than the frame you made. It is very important that you make the angle of the triangle a bit bigger than the frame. Glue sections of barbecue skewers to each end of the paper sail. Next, glue two smaller pieces of skewer to the middle of the sail as shown, creating a 'bat-wing' effect in a similar way to the canopy in Step 4.

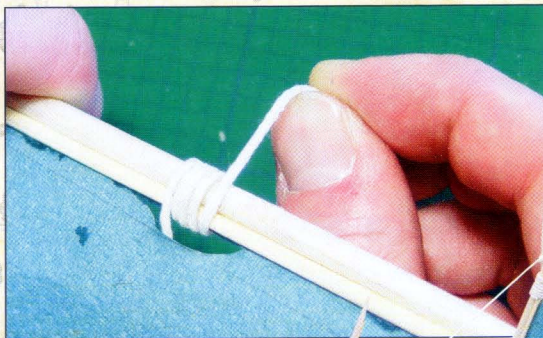


◀ **THE SAIL FRAME**
Two sections of round balsa rod, glued into a 'V' shape, make the frame.



► CONSTRUCTING THE SAIL

Glue the sail to the frame, attaching the skewers to the balsa wood.



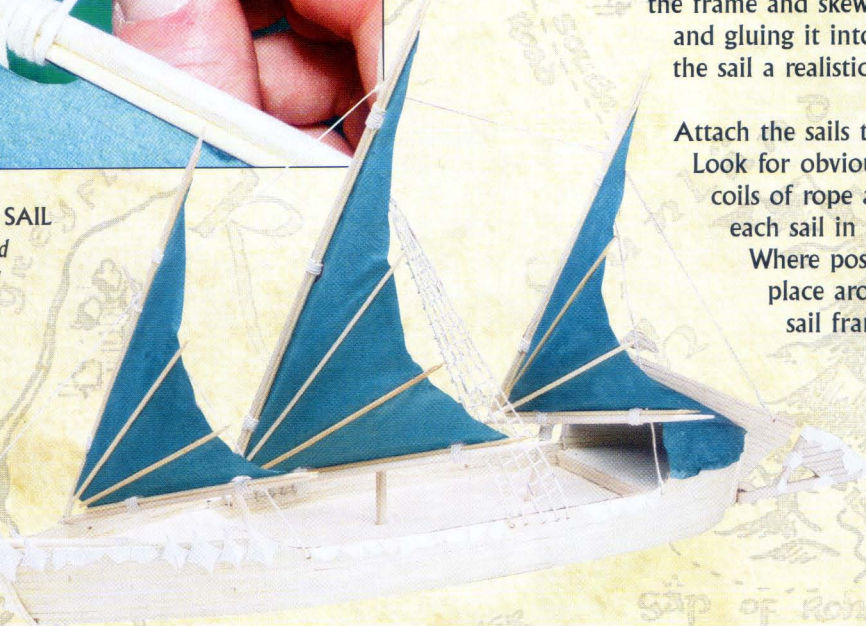
▲ TYING THE SAIL

Wrap string around the frame and sail struts to ensure a strong bond.

Assemble the sail by gluing the outer barbecue skewers to the interior angle of the frame. Because the angle of the sail is greater than that of the frame, the sail will sag slightly in the middle, giving the impression of it billowing in the wind. Finally, cut small holes into the paper towel sail, in contact with the outer skewers. Coil string around the frame and skewer, taking it through the holes, and gluing it into place as you go. This will give the sail a realistic, tied-on look.

Attach the sails to the masts with superglue. Look for obvious contact points, such as the coils of rope around the mast. Try to glue each sail in two different places for strength.

Where possible, glue a piece of string into place around the mast and part of the sail frame for added durability.



◀ FINISHED CONSTRUCTION

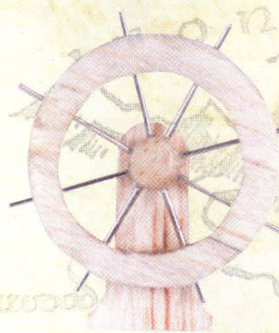
With sails attached to masts, the galley is ready to be painted.



9 Optional Details

A few small details can really bring the ship to life, making it look like a working, sea-going vessel. A few crates and barrels scattered around the deck instantly add to the effect of a plundering pirate galley. Make these in the same way as the ones from Packs 13 and 61.

We made a steering wheel and an anchor from small pieces of balsa wood and plastic card. The construction of these items can be as complex or as simple as you like, using techniques you have learned from this and previous Packs of *Battle Games in Middle-earth*.



◀ STEERING WHEEL

Made from small pieces of wood, card and pins, the wheel is a characterful addition to the galley.



▶ BALLISTA

This large crossbow is a formidable weapon during sea battles.

A set of gangplanks – as seen in this Pack's Battle Game – will be invaluable for allowing models to traverse the distance between the deck and the shore. Gangplanks are simply strips of balsa sheet, about 10cm/4" long by 2½cm/1" wide, scored to look as though they're planked, with small struts of balsa wood glued crossways underneath them for strength.

Finally, a ballista (or siege crossbow) can be constructed for use in this Pack's Battle Game. This one was made from scraps of balsa wood and small pieces of plastic card. The exact style of these crossbows varies from ship to ship, so you can make yours however you like. The large bolt was made from a spare Warrior of Rohan spear, with tiny rectangles of plastic card stuck to it to represent the flights. Finally, the rope was made from string, and attached with superglue.

10 Painting the Galley

Undercoat the galley with Chaos Black spray. When this is dry, go over the model with thinned-down Chaos Black paint to get into any nooks and crannies that the spray may have missed. All of the planked wooden areas are dry-brushed first with Scorched Brown, then with Graveyard Earth. A very light dry-brush of Kommando Khaki will finish the wood effect.

The sails, tent canopy and ropes are given a base colour of Graveyard Earth, followed by a heavy dry-brush of Desert Yellow, and a lighter dry-brush of Kommando Khaki. Finally, the metallic areas are painted with Boltgun Metal, before being given a wash of thinned-down Black ink. The rust effect is achieved by stippling Dark Flesh over the metal areas, then stippling Blazing Orange over that, using a smaller brush than before.

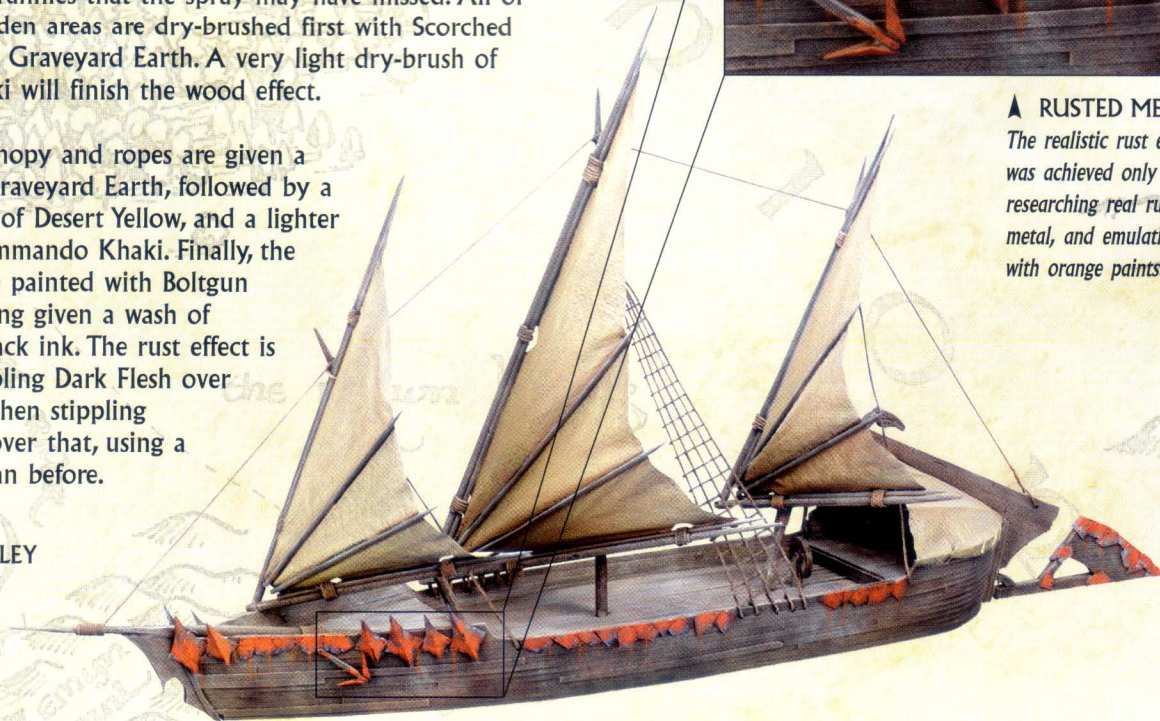
▶ FINISHED GALLEY

Now that your galley is complete, your Corsairs can pillage the coastal towns of the Free Peoples.



▲ RUSTED METAL

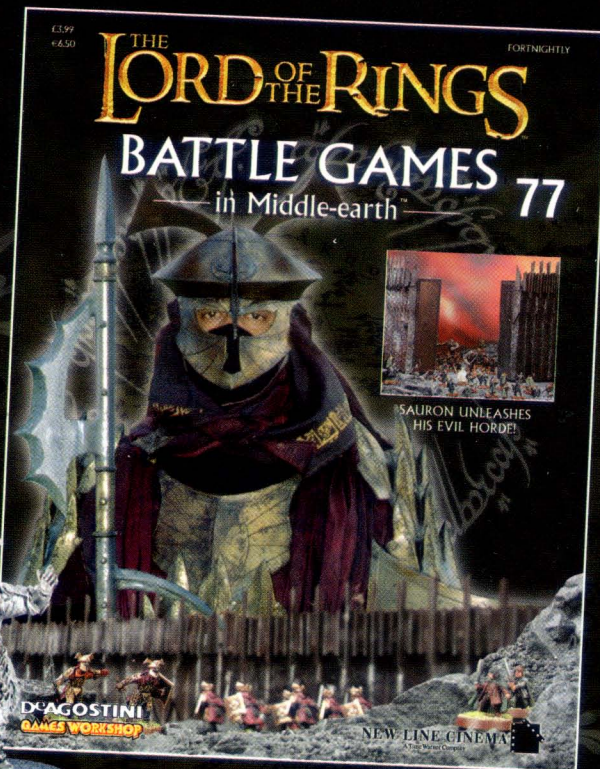
The realistic rust effect was achieved only after researching real rusted metal, and emulating it with orange paints.



IN YOUR NEXT GAMING PACK...

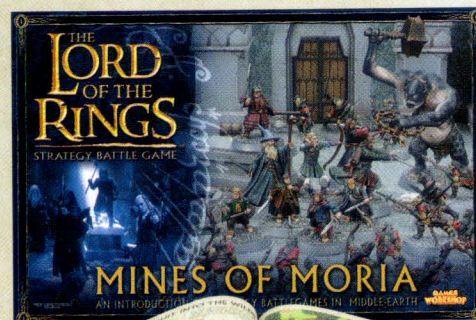
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The adventure continues in *The Mines of Moria* – the latest part of *The Lord of the Rings* tabletop gaming hobby. This set contains the exclusive Fellowship of The Ring and Cave Troll, pictured below.



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