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Guide to Middle-earth™ 1

Lothlórien is home to the Wood Elves, led by Celeborn and Galadriel. Learn about their powerful magic and woodland realm.



Playing the Game 2-5

Here we present the full rules and profiles for the forces of the Wood Elves.



Battle Game 6-11

The Fellowship must cross the Silverlode to reach the safety of Lothlórien. Can the Heroes escape their Goblin pursuers?



Painting Workshop 12-13

Paint your metal Galadriel miniature, learning the techniques required to paint her white robes.



Modelling Workshop 14-21

Create a Lothlórien tree platform, from which your Wood Elves can launch their ambushes.

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Galadriel™, Elf Queen of Lothlórien™

Ancient and beautiful, Galadriel rules the woodland realm of Lothlórien. With her enchanted mirror, she watches the shifting fates of Middle-earth, and the dark times that may yet come to pass.

The heroes of The Fellowship, weary from their flight from Moria, take shelter in Galadriel's mystical realm of Lothlórien. While there, the Elf Queen shows Frodo her magical mirror and a glimpse of the cruel fate that awaits the Shire. In a moment of despair, Frodo freely offers The One Ring to Galadriel, wishing to be free of its terrible burden. Presented with the mighty temptation of The Ring's power, she, like Gandalf, knows full well what would happen if she accepted. Though she refuses his offer, Galadriel gives Frodo a vision of the dark queen she would have become if she were to wield the power of The One Ring. Never again does Frodo offer The Ring to another, realising that it is his burden alone to bear.

In this Pack's Playing the Game we examine the Elven forces of Middle-earth, while in the Battle Game we take a look at what might have happened if Galadriel had travelled to the aid of the heroes of The Fellowship, as they crossed the Silverlode River seeking the sanctuary of Lothlórien. In the Painting Workshop we look at how to paint your Galadriel figure, and in the Modelling Workshop we learn how to build a Lothlórien tree platform, hidden home of the deadly Wood Elves.

'They say that a great sorceress lives in these woods – an Elf-witch of terrible power'

GIMLI™



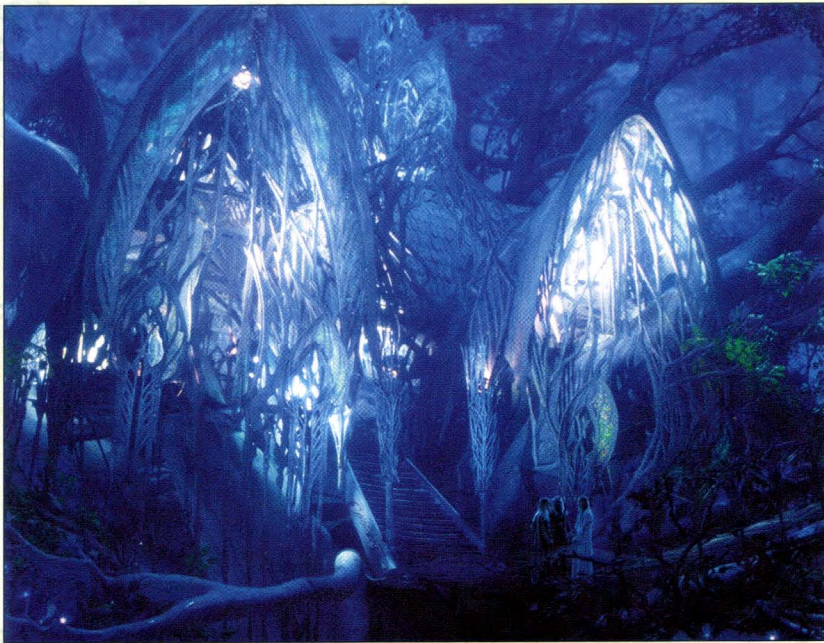
◀ GALADRIEL
Queen Galadriel rules the realm of Lothlórien with great wisdom.





The Forces of Lothlórien™

Lothlórien is the domain of the powerful Elven Queen Galadriel as well as the mysterious and deadly Wood Elves. Here we present all the characteristics, special rules and points values for the warriors and Heroes of Lothlórien.



The great, wooded realm of Lothlórien has been home to Elves for countless centuries. Ruled by the powerful sorceress Galadriel and her consort, Celeborn, it is a place the younger races have learned to avoid. The Wood Elves are distrustful of outsiders and protective of their sacred home. They jealously protect their borders, meeting any intrusion with ready bows and drawn blades. In this Pack we provide all the information you will need for including the Elves of Lothlórien and their powerful Heroes in your games.

◀ WOODLAND HOME

Galadriel and her Wood Elves protect Lothlórien from the forces of Evil.

Lothlórien Special Rules

Woodland Creatures

Wood Elves can move with ease through their woodland home. This means that they do not suffer the effects of difficult terrain when in forests and treat all such land as open ground. Note however that neither Galadriel nor Celeborn are Wood Elves, being instead much older, more venerable High Elves, and therefore do not use this rule.

Optional Shields and Armour

A model wearing armour increases his Defence by 1. A model with a shield also increases his Defence by 1, and this bonus can be added to that of armour. A model with an Elf bow gains no bonus to his Defence by carrying a shield, though he may still use the Shielding rule.

Elven Blades

In battle, Elves fight with long, elegantly curved blades, both razor-sharp and deadly. In the hands of an Elven warrior these finely balanced weapons deal death with fluidity and grace. Elven blades are hand weapons, but at the start of any Fight phase a model wielding one may declare that he is going to use it two-handed. For the duration of that Fight phase, the Elven blade counts as a two-handed weapon. A model that also carries a shield cannot use an Elven blade two-handed.



Elven Captains, Wood Elf (Points Value: 50)

Proud and courageous Elven Captains lead their warriors into battle. Using skills with blade and bow perfected over lives many times longer than that of a Man, an Elven Captain is an awe-inspiring sight in combat.

F	S	D	A	W	C	Move	M	W	F
6/3+	4	4	2	2	5	14cm/6"	2	1	1

Wargear:
Elven blade.

Options:
Elf bow 5pts
Shield 5pts
Armour 5pts



Wood Elf Banner Bearer (Points Value: 42)

Elven banners are delicate, ancient treasures, woven with wondrous designs by the hands of the most skilled Elf craftsmen. Like all banners, they bolster the determination of the Wood Elf warriors.

F	S	D	A	W	C	Move	M	W	F
6/3+	3	3	1	1	5	14cm/6"	-	-	-

Wargear:
Banner.

Options:
Armour 5pts

Special Rules: Banner (see Pack 34's Playing the Game). You may not include more banner bearers in your force than Heroes.



Wood Elves (Points Value: 7)

Wood Elves are the deadly guardians of Lothlórien. At one with their sacred wood, they can move with ease and silence, striking with a hail of arrows before their enemies even know they are there.

F	S	D	A	W	C	Move	M	W	F
6/3+	3	3	1	1	5	14cm/6"	-	-	-

Wargear:
None.

Options:
Elven blade 1pt
Spear 1pt
Elf bow 1pt
Shield 1pt
Armour 1pt





PLAYING THE GAME

Haldir, Wood Elf (Points Value: 55)

Haldir is a mighty Captain of the Elves and one of the guardians of Lothlórien. Loyal and brave, he honours the age-old alliance of Men and Elves by leading his warriors to the defence of the Fortress of Helm's Deep.

F	S	D	A	W	C	Move	M	W	F
6/3+	4	4	2	2	5	14cm/6"	3	1	1

Wargear:
Elven blade.

Options:
Elf bow
Armour
5pts
5pts



Special Rules: Expert Shot. If armed with an Elf bow, Haldir may shoot twice in the Shoot phase rather than just once.

Celeborn, High Elf (Points Value: 100)

Celeborn is an ancient and powerful Elven lord. Among the last of his kind, he rules the forest realm of Lothlórien at Galadriel's side. His wise counsel and powerful leadership guide the Elves of Middle-earth in these dark times.



F	S	D	A	W	C	Move	M	W	F
6/-	4	4	1	3	7	14cm/6"	3	3(+1)	3

Wargear:
Dagger.

Options:
Elven blade
Heavy armour
Shield
5pts
10pts
5pts

Special Rules: Lineage of the Firstborn (see Galadriel, opposite)
Magical Powers: Immobilise, Aura of Command

Aura of Command

Dice score to use: 2+

Celeborn uses his ageless aura to steady the resolve of those warriors near him.

- While this spell is in effect, all Good models within 14cm/6" of Celeborn will automatically pass any Courage tests they are required to take.

- Once it has been cast, this power will last for the remainder of the game, as long as Celeborn has at least 1 point of Will remaining. Celeborn may use other powers during this time, but if for any reason his Will drops to 0, then the power will end.



Galadriel, High Elf (Points Value: 120)



Galadriel is the Elven Queen of Lothlórien, her great magical power only matched by her unearthly beauty. With the aid of her Wood Elves and the fearsome might of her sorcery, she has kept the realm of Lothlórien safe from the forces of darkness for many centuries.

F	S	D	A	W	C	Move	M	W	F
6/-	3	3	1	3	7	14cm/6"	3	6(+1)	3

Wargear:
Dagger.

Options:
Mirror of Galadriel 25pts

Special Rules: Lineage of the Firstborn

Magical Powers: Effortlessly Immobilise, Blinding Aura (see below), Command (see Pack 12's Playing the Game)

Mirror of Galadriel

With her mirror, Galadriel reads the twisting strands of fate that surround all the creatures of Middle-earth.

- The mirror must be placed within 14cm/6" of Galadriel at the start of the game. Once placed it may not be moved.
- Once per turn, one Good Hero within 14cm/6" of the mirror may recover his Fate to its starting value.
- A Hero may not use the mirror to increase his Fate beyond its starting value.

► **POWERFUL MAGIC**

Reflected within the enchanted water of Galadriel's mirror, a Hero can see visions of his future.



Lineage of the Firstborn

Both Celeborn and Galadriel are descendants of a noble and powerful line of High Elves, and they carry in their blood the awesome power of these ancestors.

- They may spend a single point of Will each turn without reducing their total. This is in effect a free point of Will to use every turn.
- Additionally, such is the ancient power within them that Celeborn and Galadriel inspire Terror in all Evil creatures.

► **INNER LIGHT**

Galadriel's power shines from within, terrifying creatures of Evil.

Blinding Aura

This spell works in the same way as the Cast Light spell detailed in Pack 12. Additionally, any enemies shooting at the caster, or at any target within 14cm/6" of him, will require a roll of 6 to score a hit, instead of the normal Shoot value on their profile.

Effortlessly Immobilise

This spell functions exactly as the Immobilise spell detailed in Pack 12, but such is Galadriel's great power that it functions for her on a 2+ rather than a 3+.





Crossing the Silverlode™

In this Pack's Battle Game scenario, we look at what might have happened if, following The Fellowship's flight from Moria, Galadriel herself had been present to aid the Heroes on their journey toward the safety of Lothlórien.



After the many trials of Moria, the exhausted Heroes have finally made it to the edge of the Forest of Lothlórien, home of Galadriel and her Wood Elves. Hopelessly outnumbered by their foe, their only choice is to cross the Silverlode River and make for the forest. However, the Goblins are almost upon them and their time has run out. With her great power and ancient wisdom, Galadriel has divined the nature of The Fellowship's quest. She is well aware of the secret burden that Frodo carries. Gathering her Wood Elves along with Captain Haldir, the Lady of the Wood prepares for battle. Will Galadriel's power be enough to save The Fellowship from the hordes of Moria?

◀ FLIGHT FROM DARKNESS

Relentlessly pursued by the denizens of Moria, the Heroes make for the Silverlode River — and safety.

THE COMBATANTS

For this Battle, you will need an Aragorn card figure (unarmoured), Gimli, Legolas, Boromir, Frodo, Sam, Merry, Pippin, six Wood Elf archers, Haldir and Galadriel. You will already have all the Fellowship figures from previous packs, as well as the Haldir model. Galadriel is included in this Pack, along with 12 Wood Elf card figures. You will also need 24 Goblins and the Goblin Captain card figure from Pack 1.

► Galadriel and the Wood Elves protect the Ringbearer.



◀ Evil Moria Goblins led by their bloodthirsty captain.



CHARACTER PROFILES

The Forces of Good



The Mines of Moria have seriously tested the endurance of The Fellowship. Still mourning the loss of Gandalf, the remaining heroes of The Fellowship flee from the mountains and the cursed depths. However, the ordeal is not over for them yet, as they are relentlessly pursued by swarms of evil Goblins. Weary with fatigue, they plunge across the Silverlode toward the welcome sanctuary of Lothlórien. High above the forest floor, on a hidden tree platform, wait Galadriel and her Wood Elves. Always alert for danger, the Wood Elves are aware of the approaching threat. Galadriel well knows the importance of Frodo's quest and moves to give them aid. Though she has long fought to keep her woodland realm safely hidden from the eye of Sauron, Galadriel does not hesitate to lend her aid to the Heroes. She realises that the fate of Middle-earth itself is at stake, and the forces of light must be victorious or perish.

The Goblins of Moria™

The ceaseless tide of Goblins sweeps down from the mountains, pushing the beleaguered heroes hard before them. Filled with a deep hatred of mankind, the Goblins are eager to quench their thirst for vengeance with the blood of The Fellowship. Individually weak and cowardly, they swarm out of the darkness of Moria in huge numbers, a torrent of unstoppable evil, intent on death and destruction. Their beady eyes scan the land for sign of their prey, their blades hungry for the flesh of Man. They will not stop until they have brought death to their foes.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Galadriel	6/-	3	3	1	3	7	14cm/6"	3	6(+1)	3
Haldir	6/3+	4	4	2	2	5	14cm/6"	3	1	1
Wood Elf	6/3+	3	3	1	1	5	14cm/6"	3	1	1
Aragorn	6/3+	4	5	3	3	6	14cm/6"	3(+1)	3	3
Boromir	6/-	4	6	3	3	6	14cm/6"	6	1	0
Gimli	6/-	4	8	2	2	6	14cm/6"	3	2	2
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Frodo	3/3+	2(3)	3(6)	1	2	6	10cm/4"	3	3	3
Sam	3/3+	2	3	1	2	5	10cm/4"	1	1	2
Merry	3/3+	2	3	1	1	4	10cm/4"	0	0	1
Pippin	3/3+	2	3	1	1	4	10cm/4"	0	0	1
Goblin Captain	3/5+	4	4	2	2	3	12cm/5"	2	1	1
Goblin	2/5+	3	4(5)	1	1	2	12cm/5"	-	-	-

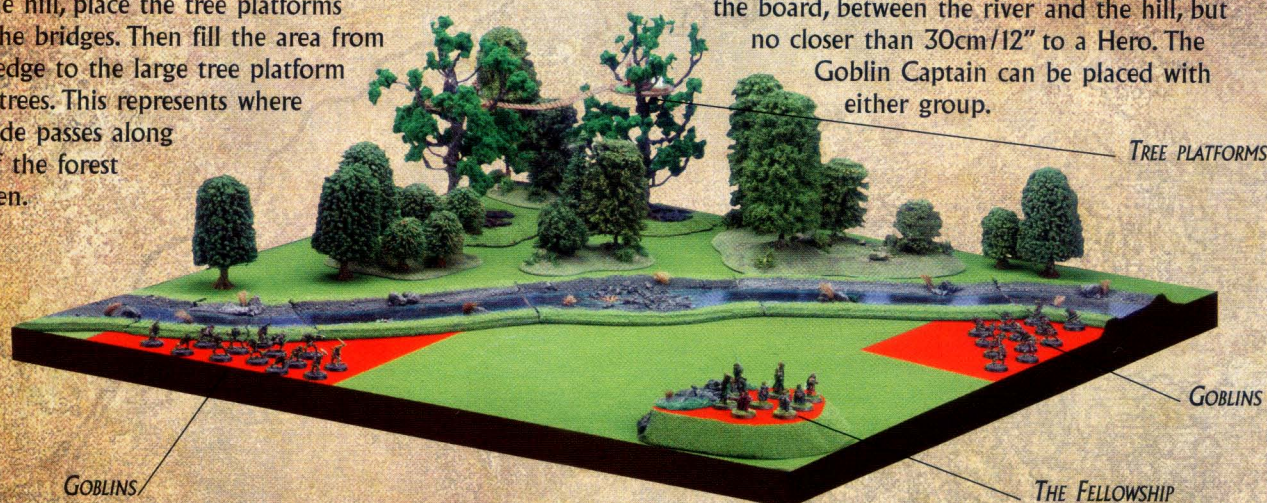
Models armed with shields increase their Defence by 1. Note that this scenario mirrors events in *The Fellowship of The Ring* movie, so Aragorn and Legolas may not wear armour.

The Gaming Area

The battle is fought on a 90cm/3' by 90cm/3' table. Bisecting the table diagonally is a river. Place the river so that it is slightly closer to one corner than the other. In this corner, place a small hill. In the corner directly opposite the hill, place the tree platforms linked by the bridges. Then fill the area from the river's edge to the large tree platform with some trees. This represents where the Silverlode passes along the edge of the forest of Lothlórien.

Starting Positions

The Heroes start the game in the first corner, atop the hill. Galadriel, Haldir and the six Wood Elves start the game on the tree platforms. The Moria Goblins are divided into two groups of 12. Each group of Goblins sets up on an edge of the board, between the river and the hill, but no closer than 30cm/12" to a Hero. The Goblin Captain can be placed with either group.





Special Scenario Rules

Exhausted

The Heroes of The Fellowship have been running and fighting for many days, so to reflect their exhausted state reduce each Hero's Might score by 1 (to a minimum of 0). Note that neither Haldir nor Galadriel is affected by this rule.

Defenders of Lothlórien

Guarding the edge of Lothlórien are Galadriel and her Wood Elves. Though they are willing to help the fleeing Heroes, they are reluctant to leave the protection of the wood. Haldir, especially, is mindful of protecting his Queen. For this reason, the Wood Elves may not leave the tree platforms.



◀ FOREST GUARDIAN

Galadriel is responsible for the safety of her people and their realm.



◀ CLIMBING THE TREE PLATFORM
Moving into contact with the tree platform, a Wood Elf helps the Hero up.



► LEGOLAS, MASTER ELF
Legolas easily vaults up into the tree without assistance.

Elven Tree Platforms

Because tree platforms are well hidden and protected, often with concealed ladders and cunningly disguised handholds, they can prove difficult to climb. As a result, when models are climbing tree platforms, use the rule presented here, rather than the normal rules for climbing.

- Goblins can simply scale the trees themselves, using the Goblin Agility special rule, although of course they can still only climb at half their normal movement rate.
- For a Hero to reach a tree platform, he will require the help of a model already on the platform. Simply move the Hero into contact with the base of the tree, and then move a model that is already on the tree platform (such as a Wood Elf) into position directly above him. You can now place the Hero on the tree platform in base contact with the Wood Elf. During the turn that a Hero ascends a tree platform he may perform no other action. Likewise, the model assisting him may also perform no other action.
- Legolas, being a Wood Elf himself and well versed in the ways of the wood, can climb the tree platforms without the assistance of another model.
- Frodo cannot be helped into a tree if he is wearing The One Ring (as the other models won't be able to see him to help him up).



BATTLE GAME

Goblin Horde

There are countless numbers of Goblins pursuing the Heroes down the slopes of the Misty Mountains. To represent the never-ending tide of these evil creatures, the following rule applies. Each time a Goblin warrior or Captain is killed, the Evil player places it to one side. At the end of the next Evil Move phase, the models may be returned to the board, along either of the board edges on the far side of the Silverlode from the Forest. However, once a Hero enters the wood, Goblins may be returned to the board via any table edge. The model may move as normal immediately, but cannot charge into combat in the same turn.



◀ **ENDLESS HORDE**
Once they are killed, the Goblins return from the table edges.

WINNING THE GAME

- If Frodo makes it into base contact with Galadriel, the Good side wins.
- If any of the Heroes of The Fellowship die, then the Evil side wins.

'The quest stands upon the edge of a knife. Stray but a little and it will fail, to the ruin of all.'

GALADRIEL™

Alternative Approach

Campaign

You can play this game as a continuation of the Moria Campaign from Pack 22. If this is the case, then, rather than using the Exhausted special rule, the Heroes will simply begin the game with whatever Wounds, Might, Will and Fate they have remaining from the previous scenario: 'The Bridge at Khazad-dûm'.



► CAMPAIGNS

Playing a series of linked games lets you re-enact the films from beginning to end.



FORCES OF GOOD TACTICS

The aim of the Good side is to get Frodo to Galadriel. Because of his slow speed, the Goblins will have plenty of opportunity to attack Frodo as he makes for the trees. This is where you will need the aid of the other Heroes to get him to safety. The more martial Heroes, such as Gimli, Aragorn and Boromir, are good choices to hold off the horde. Even with their reduced might, they can draw a significant number of Goblins away from Frodo. You will also need to be careful how you use the other Hobbits, since the Evil side only needs to kill a single member of The Fellowship to win.

Once across the river, the Heroes will be able to benefit from Wood Elf archery, which can be invaluable for keeping Goblins from getting too close to Frodo and the Hobbits. Also, once the Heroes enter the wood, Galadriel's magic will tip the battle in your favour. Finally, don't be afraid to let Frodo use The One Ring if he gets into a tight spot, though remember he must remove it if he wishes to climb a tree.



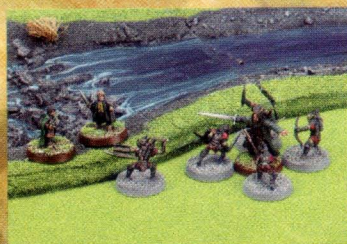
◀ **INTERCEPTION**
Aragorn and Gimli hold back the Goblin horde as Frodo and the Hobbits make for the ford.

► **DEADLY ARCHERY**
The Wood Elves thin out the Goblin horde with arrow fire.



◀ **MIGHTY MAGIC**
Stopping the Goblin Captain in his tracks with her Effortlessly Immobilise spell, Galadriel can be decisive in keeping the Heroes alive.

MORIA GOBLIN TACTICS



◀ **TIED UP IN COMBAT**
Surrounded by Goblins, Aragorn cannot move to intercept the Goblin Captain.

► **ATTACKING THE ELVES**
Climbing into the trees, the Goblins attack the Wood Elves.



To win the game, the Goblins must kill one of the Heroes of The Fellowship. Against the more powerful Heroes such as Aragorn, Gimli and Boromir, you may find that you have a tough time. You might try using your superior numbers to tie up these Heroes, giving you time to attack the Hobbits. Even a lone Goblin has a good chance of killing a Hobbit and winning the game. The Goblin Captain is also especially useful for tipping the combats in your favour. Another tactic you might try is sending some Goblins into the wood. Getting a few Goblins up into the trees will interfere with any aid the Wood Elves might be giving the Heroes.



The Lady Galadriel™

Eldest and most powerful of the Elves still remaining in Middle-earth, Galadriel's power shines through as an inner light. In this Painting Workshop, we show you how to capture her ethereal quality on your miniature.



Fey Enchantress

For hundreds of years, the Lady Galadriel has dwelt within the realm of Lothlórien, keeping its unearthly beauty alive and maintaining its borders using the power of Nenya, her magical Ring. Clad in diaphanous gowns of purest white, her Elven heritage shines through as a brilliant aura. These emanations from within reveal her to be one of the most powerful sorcerers in Middle-earth. To represent that radiant essence when painting this model, we will avoid using any dark paints and make the colours we are using as light as possible. We will also show a new technique for painting faces that is useful for representing Galadriel's pale beauty.

◀ BEAUTY AND POWER

The ancient power and heritage of the Elves shines from within Galadriel.

PAINTING ESSENTIALS

PAINTS REQUIRED

SKULL WHITE
SPACE WOLVES GREY
ELF FLESH
TANNED FLESH
BUBONIC BROWN
SNAKEBITE LEATHER
BLEACHED BONE
BOLTGUN METAL
MITHRIL SILVER
FLESH INK

Spraying Individual Models

In Pack 10, we suggested using spray primer to quickly undercoat a group of models. This technique can also be very useful when undercoating a single model. Once the model is glued to its base, it can be attached to the end of a spare piece of card. So that the model can be easily removed after spraying, fix it to the card with either Blu-tack or double-sided sticky tape. The board can then be rotated while you are spraying, in order to ensure an even coat is applied to the whole model. Always remember to spray outdoors and be careful not to spray yourself when using this technique.



◀ You can direct the spray onto all the awkward areas of the model by moving the card when spraying.



Painting Your Miniature

1 Galadriel's Gown

As this model is to be light and bright, an undercoat of Skull White is appropriate. It is important with this model to get the undercoat as flat and even as possible, so it is a good idea to use spray primer. Alternatively, take your time and apply the paint as smoothly as possible. Once the gown is undercoated white, apply a very thin wash of Space Wolves Grey. This wash will run into all the creases and folds on the dress, giving the impression of a darker shade without darkening the look of the whole model. When the wash is dry, reapply Skull White to all the raised areas and to the edges of all the creases.



▲ Be careful not to have too much wash on your brush or it will pool too heavily in the recesses and may dry patchily.



▲ The simple but effective wash technique has given Galadriel's gown the desired look.



◀ Careful application of the wash ensures that it will not spill over and spoil the white gown.



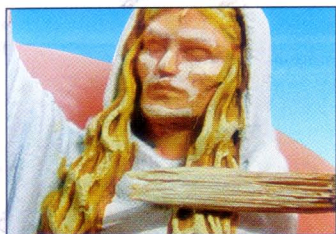
► With the pale flesh colour applied to the raised areas of the face, Galadriel's skin is finished.

2 Pale Skin

Galadriel has a fair beauty and, as such, we will use a slightly different technique to paint her flesh than we have used previously. First, instead of re-undercoating her flesh with black, carefully paint Elf Flesh straight over the white undercoat onto all her skin. Next, mix Elf Flesh and Tanned Flesh together, creating a slightly darker flesh tone. Water this down to create a wash and then carefully apply this onto all the skin. Be as careful as you can here not to get any of the wash onto the robes you have already painted. Finally, after you have reset the base colour of Elf Flesh, mix Skull White with the Elf Flesh and paint this paler skin colour onto all the edges and raised areas on the face and hands.

3 Golden Blonde

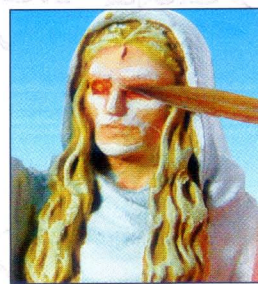
Galadriel's hair is painted with exactly the same technique used for Haldir's hair in Pack 28. First, paint it Bubonic Brown and then apply a wash of Snakebite Leather, again being careful not to get any on the areas already painted. Finally, highlight the hair with Bleached Bone, using gentle dry-brushing so that none of the paint goes onto Galadriel's robe or face.



◀ Bleached Bone gives a natural-looking highlight to Galadriel's hair.

4 Finishing Touches

Once Galadriel's hair is dry, all that is left to paint are the last few finishing touches. First is Nenyā, Galadriel's Ring, which is painted Skull White. Then, the diadem she wears on her head is painted Boltgun Metal and then highlighted with Mithril Silver. Finally, Galadriel's eyes can be made to stand out by applying a tiny amount of Flesh ink to them.



◀ The small amount of ink will flow around the eyes, emphasising their shape.

► When based, Galadriel is finally ready to use her sorcery in defence of her realm.





Elven Tree Platform

Within the mighty trees of Lothlórien, the Wood Elves protect their realm. From their hidden tree platforms, they defend their home with deadly archery. In this Pack's Modelling Workshop we show you how to create some unique Elven terrain.



When the heroes of The Fellowship reach the Forest of Lothlórien, fleeing the Goblin hordes of Moria, they are immediately challenged by Haldir and his Wood Elf patrol. It is only the desperate nature of their mission and the will of the Elf Queen Galadriel that allow them to enter unharmed. Graceful tree platforms, known as Telains among the Wood Elves, dot the forest canopy. Used as watchposts and guard towers, they can be found not only in the woodland realm of Lothlórien but anywhere Elves might dwell. This Modelling Workshop takes you through the steps to make an Elven tree platform, a simple but exciting addition to your battlefield.

◀ TELAIN

Tree platforms are interesting terrain pieces that can add depth to your games.

YOU WILL NEED

Modelling Essentials

As your modelling skills have grown, you will have built up a collection of useful tools that you use time and time again. From now on, when we list the materials for each modelling project, we will assume that you already have the following items in your basic hobby kit: hot wire cutter, scissors, clippers, pencils and pens, paintbrushes, superglue, PVA glue, plastic glue, craft knife and steel ruler.

THICK AND THIN GARDEN WIRE
MASKING TAPE
STYRENE, FOAM CEILING TILES
OR THIN HARDBOARD
BLACK TEXTURED PAINT
SMALL CUP OR BOTTLE

THICK AND THIN CARD
READY-MIXED PLASTER FILLER
GRAVEYARD EARTH, KOMMANDO
KHAKI, SNAKEBITE LEATHER,
BLEACHED BONE AND SCORCHED
BROWN ACRYLIC PAINTS
LICHEN, SISAL MOSS,
SPONGE OR COARSE TURF
FLOCK OR STATIC GRASS
SMALL TWIGS
SMALL PEBBLES
THIN STRING

1 Wire Tree Trunk

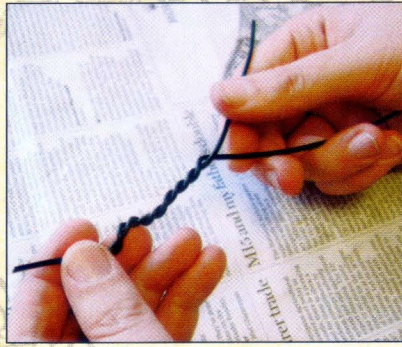
The techniques used to make this tree are similar to those used for the Fangorn trees in Pack 17. The main differences are in the size and shape of the model.

Using a pair of wire cutters or clippers, cut some pieces of garden wire to use as your tree trunk. In Pack 17, we used several short lengths of wire to create the gnarled trees of Fangorn. For the tall trees of Lothlórien, we use about eight to 12 longer pieces of thick garden wire, each one about 20cm/8" long, giving us larger, more majestic trees. Twist six or seven lengths of wire together to form the trunk. Leave plenty of space at the top and bottom of your twisted wires so you can form roots and branches.

Once you have a good solid trunk, separate the ends at the top and bottom of the trunk into twos and threes and twist them together to form thick branches and roots. You can use your remaining lengths to add more branches and roots. Simply pick a point on the trunk where you want to place your branch and wrap it around the trunk a few times. Then, taking a second piece of wire, repeat the process, wrapping it around the first. In this way, you can create large, broad branches with many offshoots. Keep adding wire until you are happy with the height and shape of your tree.

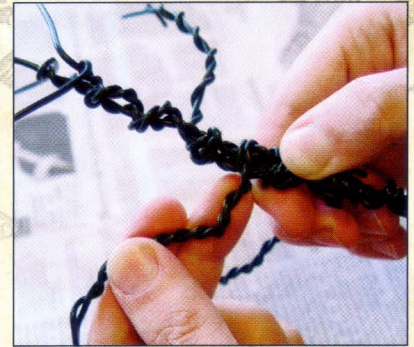
► WIRE FRAME

Once you have created the wire frame, you will have an idea of what your tree will eventually look like.



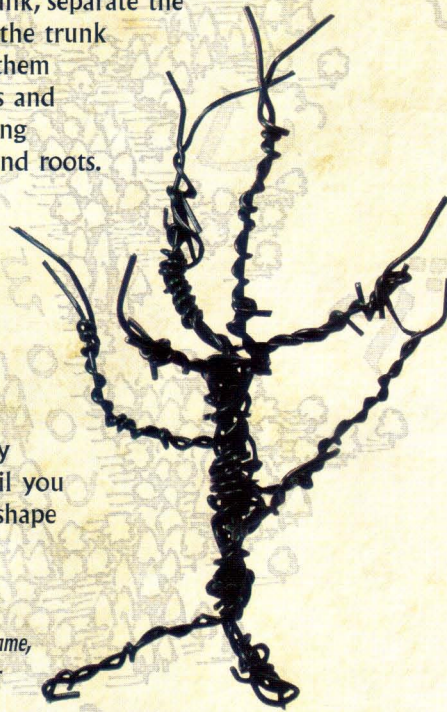
◀ TWISTING THE TRUNK

Bending the wires together creates the main trunk of the tree.



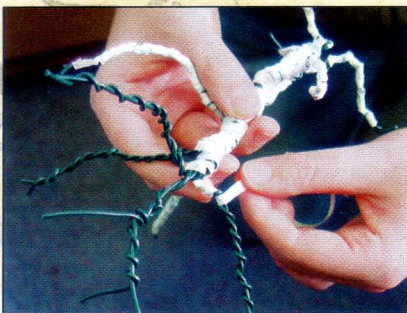
▲ ADDING BRANCHES

Wrap the branches around the main trunk and then around each other to create a network of branches.



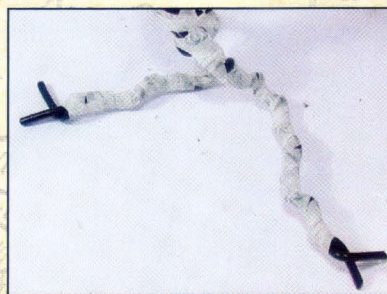
TOP TIP

When you have created the basic tree, you can bend it to make it look more realistic. Try referencing some pictures of real trees to get an idea of how branches and roots look. Oak trees, for example, have long, low branches that give the tree a kind of ball shape, while beech trees have branches that angle upwards, making the tree appear taller and thinner.



◀ WRAPPING THE WIRE

Use thin strips of masking tape to cover the wire.



► EXPOSED ENDS

Leave the ends of the wire exposed.

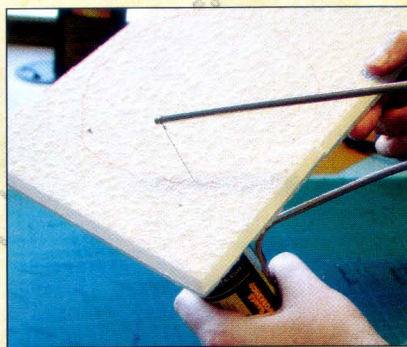
2 Covering the Wire

Once you've got the basic shape of the tree, you are ready to wrap the wire in masking tape. This will hide the wire and provide a better surface to work on later. If you cut your masking tape into thinner strips you will find it easier to wrap, as well as giving a more even finish. Don't worry if you don't cover all the wire, just try to conceal most of the gaps. You don't need to cover the ends of the wire as these will be either pushed into the base to form roots, or covered later when you add the foliage.

3 Making the Base

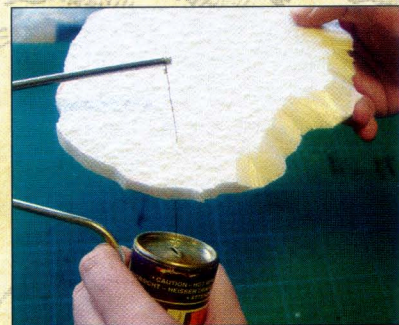
To create a base for your tree, you can use a piece of foam card, styrene, thick cardboard or even a piece of hardboard. We made ours from a piece of foam ceiling tile. Using either a hobby knife or a hot wire cutter, cut a rough circle out of the tile, large enough to accommodate the base of your tree with a little bit of extra room for additional roots. Next, cut the edge of the base with a hobby knife or hot wire cutter so that it is angled. This will add to its realistic appearance.

Using PVA glue, you can now stick your tree onto the base. If you're using a foam or styrene base, you can give it a better hold by pushing the exposed bits of wire on the ends of the roots into the base. This also gives the appearance of the roots of the tree extending into the ground.



◀ CUTTING OUT THE BASE

Cut the foam into a rough circle, large enough for the base of your tree.



▶ TRIMMING

Angle the edge of the foam base to create a natural slope.

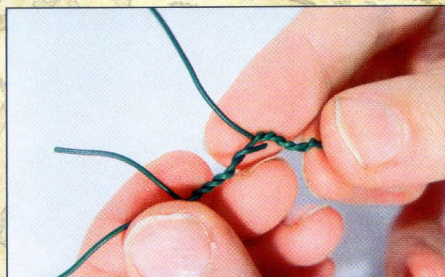
4 Making Smaller Branches

Clip a few dozen lengths of thin garden wire, each roughly 8cm/3" long. Twisting two or three of these lengths together in the same fashion as the thicker wire, make about a dozen smaller roots and branches. You can experiment with longer and shorter pieces to give your model more variety. Wrap these small branches with masking tape in the same way as the larger wires. These smaller branches and roots will be used to fill out your tree and give it a more realistic look.

You can now add the smaller branches and roots. Two or three roots flattened out and glued to the base with PVA should be enough to give you a convincing root structure. The rest of the wires can be branches. The quickest and easiest way to attach these is with superglue.

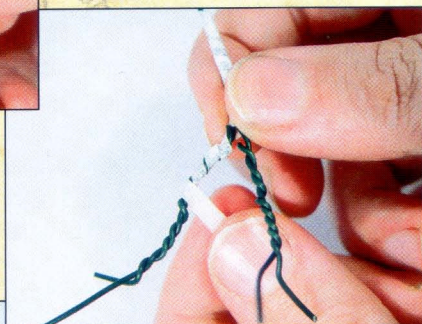
◀ SMALL BRANCHES

Using thin garden wire, you can create a multitude of branches for your tree.



▶ WRAPPING THE BRANCHES

Cover the branches, leaving the ends exposed.



▲ ADDING SMALL BRANCHES

Lots of smaller branches will give the tree substance and shape.

▶ TAKING SHAPE

With the platform and branches attached, you can now see what your tree will look like.

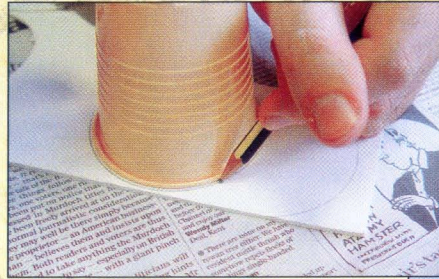


TOP TIP

Before you glue a branch onto the tree, try holding it in place first. This way you can get an idea of how it will look when it is attached. Sometimes there might be a number of places where you could glue a branch, so it's worth doing this to get a really great-looking tree.

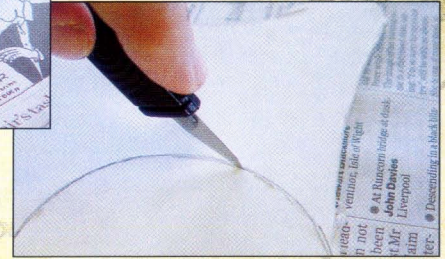
5 Making the Platform

To create the base for your tree platform, cut out a circle of thick card. The circle needs to be about 8cm/3" in diameter so that it can accommodate your figures. Use a small cup or bottle as a template to create a good-sized circle. Then, on a piece of thin cardboard, draw a second circle the same size as the first and cut it out. This will form the planking on the top of the platform.



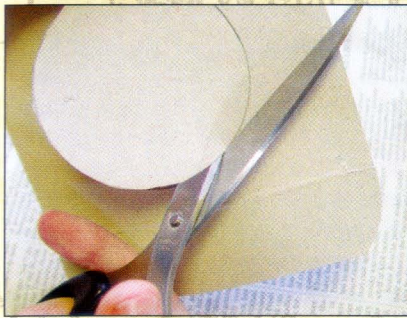
◀ DRAWING THE CIRCLE

The platform should be large enough for a few figures to stand on.



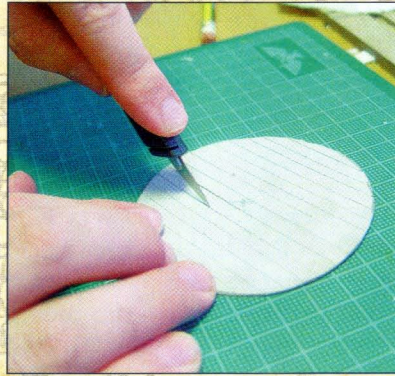
▶ CUTTING OUT

Cut out the platform as accurately as possible.



◀ SECOND CIRCLE

Thin card can be used to make planking for your platform.



▲ MAKING THE PLANKS

Draw lines onto the card beforehand, to make your planks even.

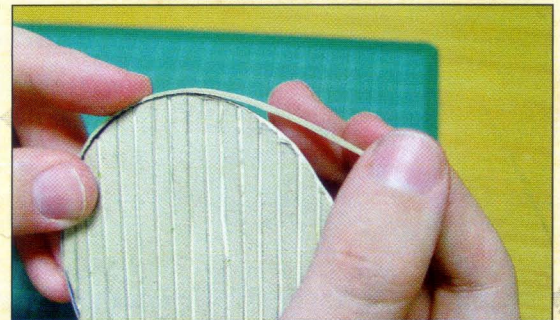


▲ GLUING THE PLANKS

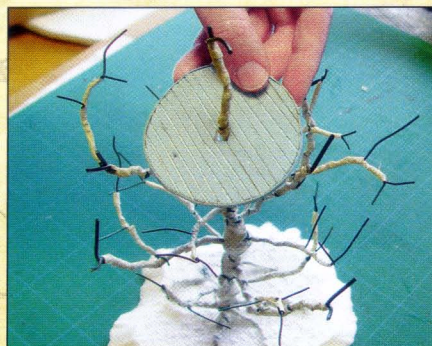
Leave small gaps between your planks as you glue them down.

▶ COVERING THE RIM

A thin strip of card covers the edge of your platform.



Once the glue on the platform is dry, cut a hole in the centre of the platform, using a hobby knife. It should be large enough to fit one of your larger tree branches through. Push one of the uppermost tree branches through the hole you've created. This will anchor your platform in place. Next, use the remaining upper branches to form a cradle for the platform, bending them into position to support it. Using PVA or superglue, stick the branches to the platform.



◀ ATTACHING THE PLATFORM

Push one of the larger branches through the hole you've made.

6 Texturing the Tree

Apply a covering of ready-mixed plaster filler to the entire tree, using a large paintbrush. This will give the tree a realistic bark texture. If you find the filler is a bit too thick, you can use a little water on your brush to make it easier to apply. This is a good opportunity to fill in any gaps still visible in the wire and to cover the sides and ends of your roots, giving the model a much fuller, more complete appearance. Before the filler is completely dry, it's worth going back over it lightly with your brush to texture any areas that may have become smooth.



◀ **ADDING TEXTURE**
Plaster filler gives the tree a nice rough look.

'Caras Galadhon... the heart of Elvendom on earth. Realm of the Lord Celeborn and of Galadriel, Lady of Light.'

HALDIR™



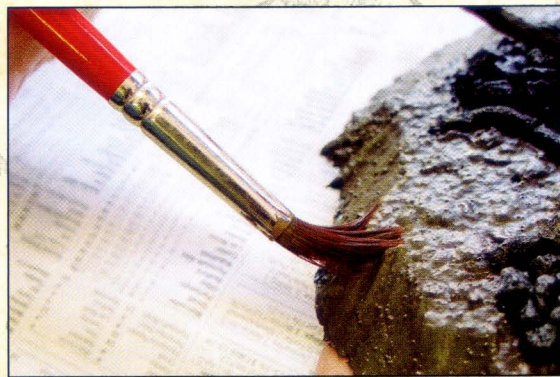
◀ **DRY-BRUSHING THE TREE**
Dry-brushing brings out the texture of the bark.

7 Painting the Model

Start by covering the entire model with black textured paint. This will give you a good base to work from. Once the undercoat is dry, you can start painting the tree. Apply a heavy dry-brush of Graveyard Earth, directly over the black undercoat. Cover this in turn with a dry-brush of Kommando Khaki, picking out the texture. Paint the tree platform with Snakebite Leather followed by a light dry-brush of Bleached Bone. This will give the effect of a light beech wood, as well as making it stand out a little from the rest of the tree. Lastly, paint your base Scorched Brown and dry-brush it with Snakebite Leather.



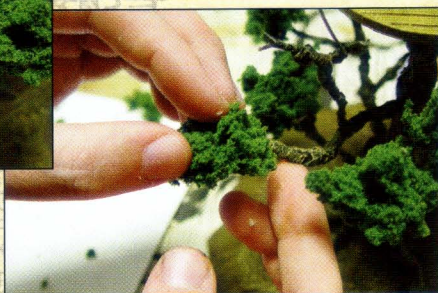
▲ **PAINTING THE PLATFORM**
Lighter colours will make the platform stand out from the rest of the tree.



▲ **DRY-BRUSHING THE BASE**
A light Snakebite Leather dry-brush over the Scorched Brown base gives a good earth colour.



◀ **APPLYING THE GLUE**
Paint the end of the branch with glue.



▶ **STICKING ON FOLIAGE**
Cover the ends of the branch with your foliage material.

8 Adding the Foliage

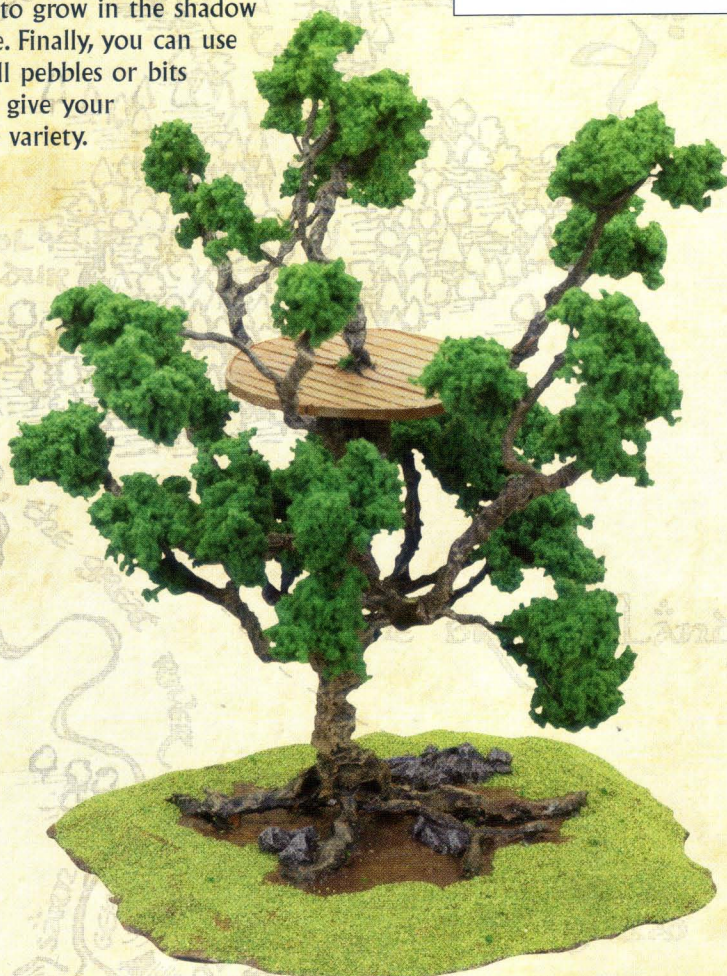
Once the paint is dry, you are ready to add the foliage to the branches of your model. To get the most realistic look possible, we have used coarse turf, available from most good hobby stores. Alternatively, you could choose to use lichen, sisal moss or sponge. Working on one branch at a time, use PVA to glue your foliage into place. You can keep sticking foliage on until you are happy with the effect. When adding foliage, try not to obscure the platform too much – you want to be able to place your models up there.

9 Flocking the Base

Next you're ready to flock your base. Apply PVA to the area you want to cover and then simply sprinkle flock or static grass onto the glue, shaking off any excess. Rather than covering the entire base in flock, try creating patches instead. This will make it look more realistic. You can even keep the majority of the flock confined to the edge of the base as the grass would be less likely to grow in the shadow of the tree. Finally, you can use a few small pebbles or bits of twig to give your base more variety.



◀ **DECORATING THE BASE**
A few patches of flock and some small stones or twigs create an attractive base for your tree.



10 The Finished Model

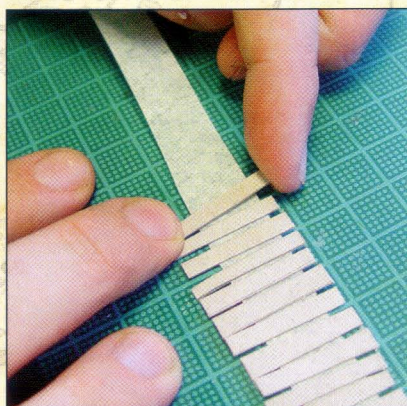
Now that the tree platform is complete, it is ready for use in your Battle Games. Though you can use just one, you might like to create a few, representing the outer defences of an Elven settlement. In this Pack's Battle, we used several platforms as the watchposts of Lothlórien, giving our game more scope.

◀ **WOOD ELF TREE PLATFORM**

Elven outposts such as this form the first line of defence for the woodland realm of Lothlórien.

11 Making Rope Bridges

If you create more than one tree platform, you can link them with rope bridges. Creating rope bridges is a simple process that will turn your tree platforms into an arboreal village. Cut a card strip about 12cm/5" long and about as wide as a miniature's base. Then cut this into thin card planks.

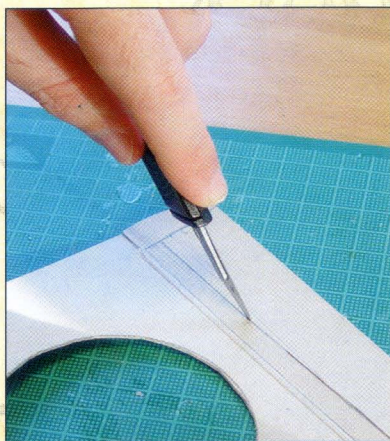
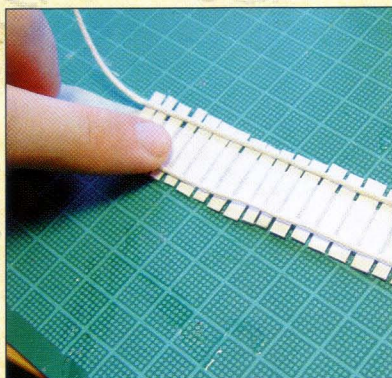


▲ CONSTRUCTING THE BRIDGE

Use masking tape to hold the planks together while you glue the string in place.

► GLUING ON THE STRING

When supergluing on the string, be careful not to stick the bridge to your work surface.

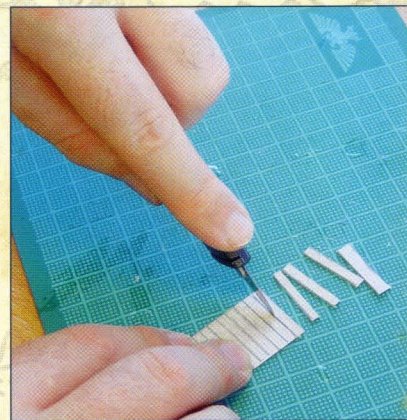


► CUTTING UP THE PLANKS

Once again, drawing out your planks first makes them as even as possible.

◀ CARD BRIDGE

Thin card makes good planking, and is easy to work with.

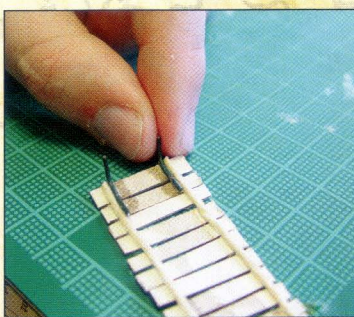


Stick your card planks to a thin strip of masking tape, leaving a little space between each one. Take two lengths of string, each at least as long as the planking you've laid down. Using superglue, attach the string to the planks, one length on either side, leaving a small gap between the string and the edge. Once the superglue is dry, you can remove the masking tape and trim off any excess string. This will leave you with a flexible and simple rope bridge to connect your tree platforms.

To attach the bridge to your tree platforms, you will need to make small hooks. Using some of the thin garden wire, cut four very short lengths. Bend each piece of wire into little 'L' shapes. Superglue two of these pieces of wire onto each end, roughly next to the string, on the underside of the bridge. Next create eyelets for your hooks to attach to. These are made from a small twist of wire glued under the edge of the tree platform. When gluing the eyelets into place, make sure the hooks on the bridge line up with them. The bridge can then be painted using the same colours as the tree platforms. This will give the impression that they have all been constructed from the same wood.

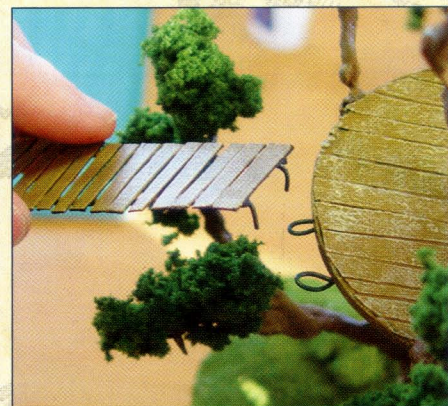
► MAKING EYELETS

A small twist of wire is enough to give your hook a place to hang.



◀ ADDING THE HOOKS

Little pieces of wire bent into shape make perfect hooks.



▲ ATTACHING THE BRIDGE

Make sure your eyelets and hooks line up with each other.



Alternative Approaches

Different Kinds of Tree

It's quite possible to use this method to create trees without platforms. By varying the length of the wire you use, as well as the amount of branches and foliage, you can create many different styles of tree. You can even leave off the foliage to create winter or dead trees.



◀ NATURAL SELECTION

A leafless tree is just one of many kinds of forest scenery you can try your hand at.



► ELVEN OUTPOST

With a bit of work, it's easy to create a great-looking collection of Wood Elf scenery.



▲ ARCHITECTURE

Elven buildings are ornate and beautiful.

Next Pack...

In next Pack's Modelling Workshop you will learn how to create a piece of High Elf architecture – an intricate watchpost – to add to your collection of Elven terrain.

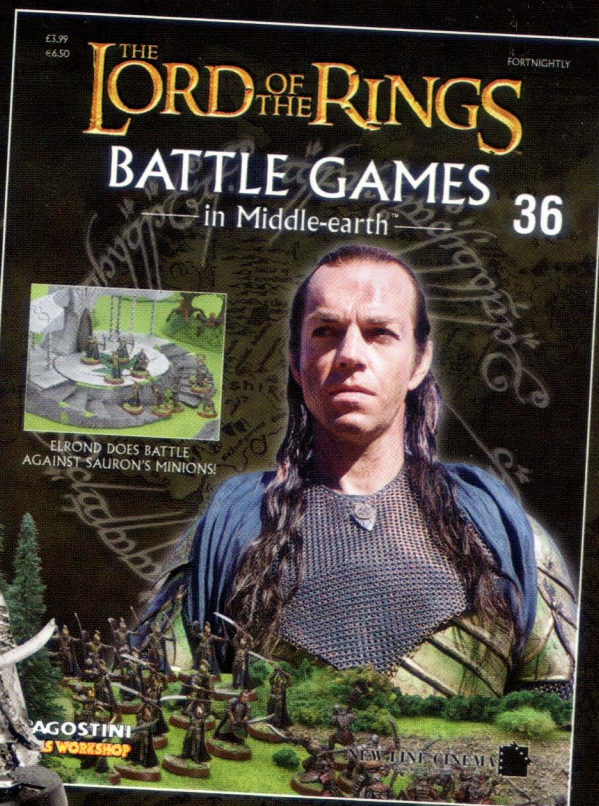
'We're going to see the Elves!'

SAM™

IN YOUR NEXT GAMING PACK...

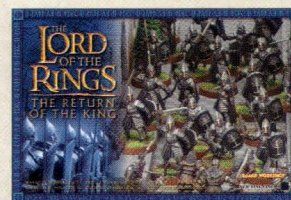
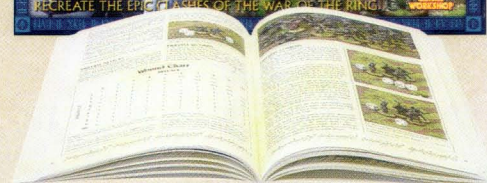
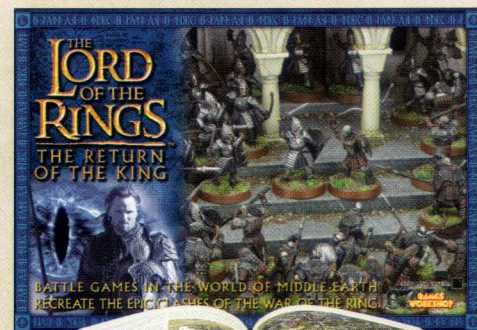
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