

THE
LORD OF THE RINGS
THE FELLOWSHIP OF THE RING™

LAST ALLIANCE

At the end of the Second Age
the last great alliance of Men
and Elves mustered its forces
against the evil armies of Sauron
on the slopes of Mount Doom...

THIS BOOKLET CONTAINS:

- Painting and Modeling tips
- Terrain building ideas
- Tactical suggestions
- Gaming scenarios

GAMES WORKSHOP®

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

LAST ALLIANCE

If you're like us, one of the most inspirational parts of *The Lord of the Rings: The Fellowship of the Rings* was the massive battle scene of the Last Alliance. This was where the desperate forces of Men and Elves joined against the teeming hordes of Mordor. Sauron, the Dark Lord himself, came out to join the fray - sweeping all before him in his might.

These opening shots really give background and scope to the story, and if truth be told, made most of us here at Games Workshop start dreaming of getting just such a climatic battle onto the tabletop!

There is nothing more satisfying to a wargamer than to see hundreds of models lined up against each other, ready to do battle on the tabletop. And who wouldn't want to take part in

those desperate struggles, with heroic characters and captains stepping to the forefront to do great and infamous deeds. Will you dare pit Elrond, Elendil, and other heroes of fable against the swarming Orc hordes of Mordor and their dark master?

In this small booklet we are hoping to help gamers build up and capture some of the same excitement of the Last Alliance battles. We have scenarios leading up to the enormous mega-battle known as the Last Alliance, hobby tips for making terrain, conversion ideas for making your models unique, and great advice on collecting and painting the various forces that make up the armies that will do battle to end the Second Age.

So read on and dive straight into some Last Alliance gaming, as the fate of Middle-earth is in your hands!





WHY COLLECT THE FORCES OF EVIL?

Written by Jason Buyaki, the man in charge of the US Hobby team, and our resident expert on playing with the forces of darkness.

Collecting the Forces of Evil allows you to amass the widest variety of models available, from the lowly Moria Goblins to the powerful Uruk-Hai and the impressive Cave Troll. Each has their strengths and weaknesses.

Moria Goblins are decent troops to use in a scrap and what Moria Goblins lack in fighting ability, they make up for with their sheer numbers. Moria Goblins are best used when swarming over their opponents and surrounding them, leaving no room for retreat. Even the best of warriors or heroes will fall under the weight of numbers. Always try to maneuver your Goblins with swords and shields into combat and support them with your spear armed Goblins. That way, if you should lose the combat, they'll have to strike against the higher Defense value of the Goblins with shields (even Aragorn needs 5+ to wound).

Orcs are by far the most plentiful villains in *The Lord of the Rings* and this is reason enough to collect them! The Orcs have the most models available with fourteen geared for close combat and four different archer models. Of course, the Orcs are the largest host battling the forces of Good during the Last Alliance sequence of the film, and they also ambush Isildur after the great battle. There are also many instances in the *Lord of the Rings* where the Fellowship runs into Orcs or narrowly evades them. Think of the gaming opportunities!

Since they have a higher Fighting value than Goblins, they'll hold their ground much better against Men than Goblins. If an Orc and a Man draw a combat, then 1-3 Evil wins and 4-6 Good wins. If a Goblin and a Man draw a combat, the Man will win because he has a higher Fighting value. This in itself can make all the difference in a close fight, and for just 1 point more it should certainly be worth having a few Orcs around. Refer to *White Dwarf #268* for some more advice on core tactics for the Orcs.

Uruk-Hai are the most powerful warriors available enmasse to Evil players. They're strong, tough, and great fighters. I consider them to be the elite of the Evil warriors at my disposal

and when I fight with a mixed force I try to include at least three or four. I find it best to commit them to the areas where the fighting will be the heaviest as I know that their high Strength and Defense will carry them through the fight. Uruk-Hai are definitely a cut above the Men of Gondor. Their additional point of Fight value, Strength and Defense are more than paid for by their 2 points higher cost.

Captains are a potent threat on the battlefield and their Might points will come in handy at critical moments, turning the tide of battle. Be frugal with your Might points, once you've used, them they're gone. Captains can also help to hold your force together once half of your models are destroyed. I recommend that you paint up at least one Captain for every race that you've collected to give you more options. You can convert your Captains, or paint some of your miniatures differently to make them stand out from your regular troops. For example, I've painted white hand markings on all of my Uruk-Hai Captains.

Ringwraiths are without a doubt the best Heroes to lead your troops. While they are not very strong in combat (and suffer each round) they are great for reducing the effectiveness of the enemy, especially their heroes. Imagine four or five Uruk-Hai surrounding the mighty Aragorn who has been *Transfixed* by a Ringwraith. Not so mighty now!

All of these hints and tips will hopefully draw you to the dark side. If they don't, take a look at the rules for the Dark Lord, Sauron, in *White Dwarf #271*. That's sure to convince you.



Mordor Orc



Ringwraith

PAINTING THE FORCES OF EVIL QUICKLY

MORDOR ORCS

Written by Jeremy Vetock, Head of the US Promotions Department and long-time Orc Captain.

The soldiery of Mordor is a rag-tag horde of Orcs! I wanted my army to reflect the cheerless lands of Mordor and the many different (but all foul) bands of Orcs. Most importantly, I wanted a lot of the dark servants of Mordor and I wanted 'em quickly. To achieve this end I kept to a few basic, cheerless colors, and I kept speed in mind during painting.

Tip One: I work in groups of 3-5 models with a limited palette of colors. I started with the skin and had several shades of Orc skin - from dark browns to pale greens. Armor was Beaten Copper quickly highlighted with Chainmail. Cloth was a shade of brown, with a few dark reds thrown in. And that's about it!

Tip Two: By working on a few models at a time, I could pull out a color and do different details on different models - a cloak here, boots there, and so I didn't waste a lot of time opening up paint pots for just one dab. Even better, at the end my models,

despite not wearing a standard "uniform", all looked like they fought in the same rag-tag band! Finishing a batch of models at a time also makes you feel like you're getting somewhere!

Tip Three: Ink is your friend. Fast shading and highlighting can be a bit rough, but I smoothed it all out with a final wash of Brown Ink and Chestnut Ink mixed together. This makes armor seem old and rusty (appropriate), dulls down bright colors (appropriate) and makes the model seem a bit dirty and grungy (very appropriate). If only it made them smelly!

Tip Four: Adding a few details is not only great fun, but really adds to the overall look. I painted the red eye of Mordor motif on a few shields and a banner and it really improved the look of the whole force. This is a nice break from the simple shading and inking, but not so detailed that it robs you of your time.

Tip Five: Really, who wants a small Orc horde when a larger one would look so much nicer? Plan big, set milestones, and crack the whip - assembling a large hunting band of Mordor Orcs is within your dark clutches!



Mordor Orcs don't wear a uniform but a limited palette of dark and dirty colors will give your force a coherent look.

MORIA GOBLINS

Written by Jason Buyaki.

Usually I'm a slow and meticulous painter but I wanted to paint up a horde of Moria Goblins that looked good and didn't take much time. So I've come up with a simple, yet effective, paint scheme for the evil beasts.

Basecoating: After priming the model black, I basecoated the whole model starting with the skin, painting on a 50-50 mix of Camo Green and Codex Grey. I then carefully applied Tin Bitz in broad strokes to the edges of the armor and drybrushed it onto the chainmail areas. Next the staff of the spear (or bows for Goblins with bows) was painted with Dark Flesh and the cloth with Scab Red.

While painting, take care to leave a thin black line between the different colors, it will help give definition to the separate areas.

Highlighting: I highlighted the Goblin's flesh with a mixture of my basecoat color and Rotting Flesh. After that I started on the armor with very carefully placed highlights of Boltgun Metal. The goal of this is to make the armor dark and menacing. I also

painted the spearhead with Boltgun Metal. I then used Vermin Brown to highlight the spear staff (or bows) and applied it onto the straps that hold the armor on the legs and arms. Red Gore was used to paint the high areas and edges on the cloth.

Details: The eyes were carefully painted with Bubonic Brown and a vertical slash of Chaos Black was applied to the center of the eye, creating a pupil.

Finishing: I painted the top of the base with Scorched Brown and applied sand. After a few minutes, I used a technique that I call "tear-dropping". Diluted Scorched Brown is carefully touched to the sand. The paint is pulled off the brush and tints the sand to look like Scorched Brown. After it dries I drybrush the sand with Vermin Brown followed by Bubonic Brown and finally, Bleached Bone. The rim of the base was painted with an equal mixture of Dark Angels Green, Camo Green, and Vermin Brown. I used this color so much that I've mixed up a whole batch of it in an old paint pot. Finally, wood glue was applied to patches on the base and static grass was sprinkled on top. When it was dry, I went back and drybrushed Rotting Flesh on the grass to give it a slightly dried look.



Hot Tip: I've found that if you take any of the green or brown colors in the Citadel Paint range and add Codex Grey to them, you'll end up with different Moria Goblin skin tones! Add Codex Grey until you're satisfied and then paint onto the skin areas of your model. Add Rotting Flesh to your base color for highlights.



ASSEMBLING YOUR LARGER MODELS

PINNING

Sometimes the weight of separate parts of a miniature may mean they are fragile if simply attached with glue alone. It is a good idea to 'pin' such pieces together. We particularly recommend this for large models, such as Sauron, the Cave Troll, and certainly the Balrog. If you plan to swap parts, pinning the different pieces together gives a much better fit and makes them less likely to break apart during a game.

To pin two pieces together, use a hand-held drill known as a pin vice (unless you're fortunate enough to own a small electrical modeling drill, of course!). Drill a hole into the largest component about 1/8" deep, or deeper if the model allows. Cut a length of wire (paper clips work well) the same width as the



drill bit, about 3/8" in length, and superglue it into the hole. When dry, cut the wire to leave about 1/8" poking out. Take the piece that you want to attach and align it to the spike to leave an indentation as a guide for where to drill. Drill a hole in this component and glue the two pieces together.

PUTTYING

After putting a miniature together there can often be small, yet unsightly gaps. A two-part epoxy putty or 'Green Stuff' is excellent for filling them in. Press it into the gap with a modeling tool (either 'proper' sculpting tools purchased from art and hobby stores or improvised tools like toothpicks or coffee stirrers) and sculpt it into the desired shape or texture.



Above left: Drill a hole into the smaller of the two pieces. Be careful when using the pin vice drill.

Above: Small gaps between pieces can be filled with a two-part epoxy putty.

Left: Elbow and shoulder joints are perfect places to use pins and putty.



Cave Troll with spear



Sauron, Isildur and Elendil

SCENARIOS

SHADOWS CREEP

After the forging of the One Ring by the Dark Lord Sauron, shadows crept back into the world, and evil filled the dark places. Across the land foul things stirred, attacking the settlements of the Free Peoples of Middle-earth. This was the first hint that a great darkness was coming, that Sauron had plans to take Middle-earth for his own.

Participants

This scenario uses 200 points of Men of Gondor or Elves. These represent militia raised to defend the beleaguered villages and towns of the Free Peoples. You may not mix and match the races, your force must consist entirely of Men of Gondor or Elves. You may have no more than one Captain.

The Evil side may choose up to 300 points of Evil Warriors in addition to one Orc Captain. They are led by a mounted Ringwraith, by this time Sauron had seduced the Kings of Men, turning them into mere shades bound to his will.

Layout

48"x48" table with buildings set-up 12" in from edge to edge along one side. Add hills, woods and other features that you may have to the rest of the board.

Deployment

The Good side sets up inside the 12" area marked on the map in their settlement.

The Evil side sets up on the table edge opposite the Good side, up to 12" in.

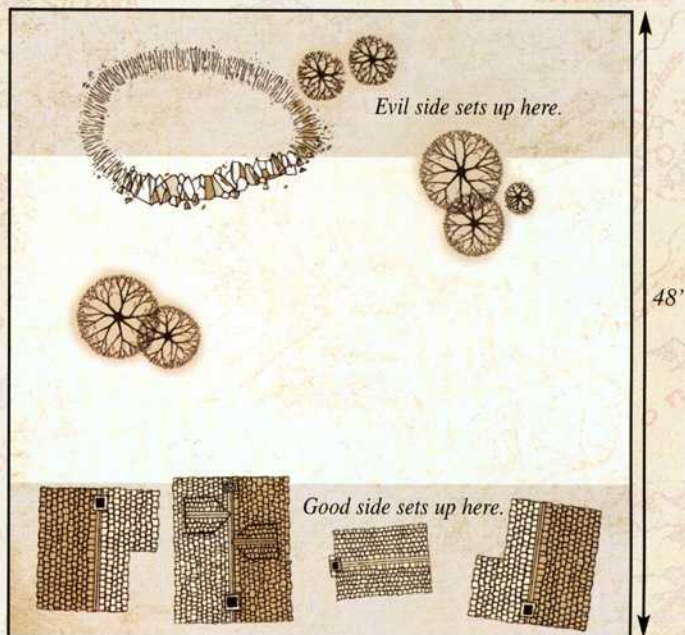
Who goes first?

Roll off to see who gets to go first.

Objectives

If the Good side manages to hold off the Evil side for 8 turns (allowing the villagers to escape) they have won.

If the Evil side wipes out the forces of Good or manage to move 75% of their starting models off the enemy's table edge (so they can plunder the settlement beyond) they win.



DARKNESS DECENDS

Allied with Gil-Galad and Elrond, the Wood Elves of Mirkwood also took part in the long campaign against the dark forces of Sauron. However, these Elves were fiercely independent and they marched forth and met Sauron's forces on the plains of battle before all was ready.

Participants

This scenario uses 200 points of Wood Elves in addition to one Wood Elf Captain (use Haldir's stats) for the Good side.

The Evil side may take up to 350 points of Evil Warriors in addition to two Orc Captains. We recommend a couple of Cave Trolls to really spice things up!

Layout

On a 48"x48" table liberally place as many marshes and hills as you can. The table should be free of any trees.

Deployment

The Good side sets up first, up to 6" in on any edge.

The Evil side should deploy up to 12" in on the board edge opposite the Good side.

Who goes first

The Good side starts first.

Objective

With their forces hopelessly outnumbered, the remaining Wood Elves must push through the enemy line and escape into the woods beyond.

The Good side wins if 25% of their troops make it off the board and the Evil side wins if more than 75% of the Good side are wiped out.



Wood Elves fight a rearguard action.

CAPTAINS AND STANDARD BEARERS

These Mordor Orcs were converted using brass rod and a pin vice drill. All too easy!



Captains and Heroes are a very important part of gaming with your forces, and creating unique models is an exciting part of your modeling and painting. Here are a few ideas (some simple, some complicated) to get you started. Keep an eye out on our website for some more examples.

The best thing about standard bearers is that they look really cool on the battlefield. We occasionally make them double as Captains!



This mounted Captain of Gondor uses Elendil's head and a plastic Gondor shield.



This mounted Captain of Gondor has been converted from the Mounted Boromir model.

SCULPTING

As well as filling gaps, epoxy putty can be used to sculpt new features and details on a model. Special sculpting tools are best for this, but you can also use needles, toothpicks, and other improvised tools to get the required form and appearance.

To make our Standard Bearers a valuable part of our gaming we usually use them as Captains.



This simple Spearman-to-Captain conversion (left) made use of the sword cut from the Mounted Boromir conversion (far left).



Elven Spearmen and Heroes are a great base for Captain and Standard Bearer conversions.



Mordor Orcs carry crude and tattered banners into battle.

BANNERS

To convert a model to a Standard Bearer cut away any weapon and drill through the fist with a pin vice so that it can carry a pole. The best material to make your own banner poles and cross bars from is brass rod (available from better modeling and hobby shops), as it is quite rigid. Your own banner design (painted on paper) can then be threaded through the hole and glued into place. Check out The Lord of the Rings Hobby section on www.games-workshop.com for downloadable banner designs.



WHY COLLECT THE FORCES OF THE FREE PEOPLES?

Written by Dave Taylor, the man in charge of US Special Projects, and our local expert on defending the Free Peoples of Middle-earth.

Here are a few good reasons for collecting the "good guys":

- They are fighting to liberate Middle-earth (not enslave it)
- They have a solid variety of weapons available to them
- The Elves are the best archers in the game
- They have the broadest range of Heroes to choose from

Men of Gondor will probably form the mainstay of any combined force. With their basic weaponry (sword/spear and shield) they provide solid fighting ability against Moria Goblins and Orcs. Their good Defense value ensures that they will last a few rounds in combat, just don't let them be surrounded. While suited to fighting the lesser troops of the Dark Lord, Men of Gondor will struggle against the powerful Uruk-Hai.

With their black cloaks, shields, and tabards they are also extremely easy to assemble into a great looking force quickly. Highlight the black, paint a few areas of detail and you're done.

Wood Elves are your best option for bowmen who will remain out of the close fighting. They have the best shots with the best bows (Fight value 3+ and Strength 3 - the same as High Elves) and are 2 points cheaper than their High Elf counterparts.

Unfortunately, they have a low Defense value which means they suffer under sustained bowfire and can be more easily wounded in combat, even by pesky Moria Goblins. Never leave your Wood Elves unsupported by combat troops, and use them to target the largest threat to your troops. I've seen five Wood Elves drop a Cave Troll in a single Shoot phase!

High Elves are the elite troops available to any commander of the Free Peoples. Great Fight, Defense and Courage values all at a relatively cheap points cost. They are also the only troops in the forces of Good who can wield a deadly two-handed sword, perfect for tackling the higher Defense values of the Uruk-Hai and Cave Trolls. High Elf Spearmen are great defensive troops, and are best used supporting Men with swords or other High Elf Spearmen. It is important to remember that spear-armed models cannot fight through models wielding two-handed weapons.

No matter whether you're fighting in the Last Alliance or the current Age there are many famous Heroes and Captains available. For battles fought around the same time as The Fellowship of the Ring storyline, you could field the combat-monsters Aragorn and Boromir, or the powerful wizards Gandalf and Galadriel. Gimli, Legolas, Haldir, and Elrond are also valuable Heroes for your forces.

As this booklet is concerned with the Last Alliance, I'll run through a quick review of the Heroes that fought in that Age.

Elendil, King of the Numenoreans who settled in Middle-earth, is a very potent Hero. His high Defense value of 8 means that Orcs and Goblins need to roll a 6 followed by a 4+ to wound him, Cave Trolls need a 5+ and even the Dark Lord needs a 4+! Always take the Sword Narsil and throw him into the thick of the fighting. Heroic combats, here I come!

Isildur, son of Elendil and leader of the Men of Gondor, is another powerful Hero. He's best used in multiple combats as his high Defense value gives him great durability. His lack of Fate points, however, makes him less reliable than some of your other Heroes.

Gil-Galad, leader of the Elves at the Last Alliance, is a mighty warrior but his greatest strength lies in his fearlessness. While your other Heroes may break and run (you know that's when you'll roll snake-eyes for your Courage test) while attempting to charge Sauron, Gil-Galad will make it through every time.

Elrond is the only Hero to have survived through the battles of the Last Alliance to the time of the Fellowship. As he wields a two-handed sword, it will be important to have a few Men or Elves supporting him in combat, especially against stronger foes like Cave Trolls, Uruk-Hai Captains, or Sauron himself.

Darkness threatens from all sides. You must be vigilant, my Captain, and marshal your troops well!



Elendil

PAINTING ELVES AND MEN OF GONDOR QUICKLY

MEN OF GONDOR

Written by Dave Taylor

"Batch" painting is one of the best ways to paint a lot of models quickly. Just don't try to paint too many at once!

Stage One: I use a Tank Brush to lightly drybrush Codex Grey over the entire model. I then paint and highlight each area as I go. The face is painted with a basecoat of Bestial Brown and Dwarf Flesh (50/50 mix). This was then highlighted with Dwarf Flesh and finally Elf Flesh. The tabard trim is painted with a basecoat of a Codex Grey and Chaos Black mix, highlighted with Codex Grey. The under tunic is painted Bleached Bone and highlighted with Skull White. Finally, the boots and gloves are basecoated with Scorched Brown and highlighted with Dark Flesh. This completes all the non-metallic areas.

Stage Two: The Men of Gondor take great pride in their armor, so a lot of time can be spent shading and highlighting it. To speed things up I just paint a quick coat of Boltgun Metal over the black undercoat. If you keep this neat you can get away without the extra steps of ink washes.

Stage Three: For the final details pick out the feature armor areas with Shining Gold. Again, don't worry about an ink wash. When painting the hair you have a variety of color combinations available. For black hair you can leave the result of the first overall drybrush. Brown hair can be basecoated with Scorched Brown and drybrushed with Bestial Brown, and blonde hair can be painted with Vomit Brown and drybrushed with Bleached Bone. The eyes and teeth are painted last, just before the models are based.



One way to distinguish your Captains on the battlefield is to paint their cloaks a different color like the deep red example shown here.

HIGH ELVES

Written by Nick Davis, US Web guy and speed painter extraordinaire

I paint my miniatures in groups of four to six at a time, this really helps to speed up the painting process. When you finish one stage, the first miniature you painted is ready for the next.

Stage One: Using Elf Flesh, paint the face. This is a fairly light paint so you might have to go over the face one more time for a solid coverage. Every High Elf is well armored; underneath their plate armor you will notice chainmail, especially on the arms. Drybrush these with Mithril Silver.

Now paint the bow and arrows with Snakebite Leather, and the quiver, gloves, straps, and bindings with Scorched Brown. To finish off this stage paint the top and bottom of the bow with Mithril Silver, then put the model to one side to dry.

Stage Two: Wash the face with Flesh Ink. Inks are a very quick way of shading miniatures. When the wash is dry paint Elf Flesh onto the chin and cheeks of the face.

Concentrating on the two main areas of your miniature, start by painting the armor with Shining Gold and then leave it to dry. When the gold is dry take Chestnut Ink and wash all the brown

and gold areas. When the wash is dry paint the miniatures robe and inside cloak with Midnight Blue.

Stage Three: Carefully paint the back of the cloak and other cloth areas like the waist scarf with Fortress Grey. Use some Black Ink to wash the robe and inner lining of the cloak, also use the Ink to add a thin dark line between the armor, waist scarf, and blue robe. Before putting the Ink away, use it to wash the chainmail and metal areas of the bow.

Stage Four: This is the final stage, which involves tidying up and adding a couple of simple highlights to the miniature. Mix Fortress Grey and Black Ink together in a 50/50 ratio and wash the back of the cloak and waist scarf.

You can paint the highlights quickly by drybrushing them. Drybrush the back of the cloak and scarf with Fortress Grey, then follow with a light drybrush of Skull White. Now drybrush the robe and inside cloak with Midnight Blue and then with Storm Blue. Lightly drybrush the armor with Shining Gold.

To finish the miniature, paint the boots with Chaos Black and then flock the base. Put the miniature to one side to dry and then you're ready to do battle. Have fun!!!



SCENARIOS

THE FALL OF THE FORTRESS

As Sauron's forces advanced across Middle-earth they fought the defenders of the Free Peoples. They toppled fortresses and towers, often corrupting them for their own evil means.

Participants

This scenario uses 200 points of the Men of Gondor in addition to two Captains of Gondor and Isildur for the Good side.

The Evil side can take up to 350 points of Evil Warriors in addition to two Orc Captains and the Witch King.

Layout

On a 48"x48" table liberally place hills and rocky terrain about the board. A river should run across the center of the board (24" in) from one edge to the opposite edge. Three shallow fords 3" wide allow the forces of Evil to cross unimpeded. On one side of the river, and more than 6" from it, you should place three 6" barricade sections for the Good side to defend (use the *Defending a Barrier* rules).

Deployment

The Good side sets up first on the side of the table that has the barricades, up to 12" in.

The Evil side sets up on the opposite side, up to 12" in.

Who goes first?

The Evil side gets to go first.

Objective

The Good side must hold off the Evil side and protect Isildur for eight turns. If by the end of the eighth turn Isildur is still alive, the Good side wins.

The Evil side must kill all the defenders or rout the Good side. If Isildur is killed the Evil side will win automatically.



Men of Gondor advance into battle.

ORCS ATTACK! (for a battle report see WD#262)

The last great alliance of Elves and Men gather to go unto war against the evil Sauron. Gil-Galad and Elendil join their forces and call upon all their heroic warriors to join the fight for the freedom of Middle-earth. Gil-Galad sends for his herald Elrond Half-Elven and provides an escort for Elrond to make sure he reaches the battle safely. The party must first pass through crags and ruinous land before they meet up with the rest of the army and it is here that they are discovered by Goblins who, under the command of Orc leaders, set an ambush for the group.

Participants

On the Good side are:

- Elrond
- 10 High Elves - 4 with shields & spears, 3 with two-handed swords, and 3 with bows
- 9 Men of Gondor - 3 with bows, 3 with shields & spears, and 3 with shields and swords

On the Evil side there are:

- 2 Orc Captains - one with a shield and one with a bow
- 15 Orcs - 8 with hand weapons & shields, 2 with spears, 3 with two-handed weapons, and 2 with bows
- 25 Goblins - 8 with hand weapons & shields, 8 with spears, and 9 with bows

Points Match

If you want to fight the same battle with different forces, choose an equal points value for each side of at least 300 points per side. No more than a third (33%) of the models on either side

can be armed with bows. No mounted or flying models can take part in this scenario.

Layout

The scenario is played on an area that is 48"x48". Scattered rocks and boulders that litter the field are counted as obstacles. Three or four tree stands should be placed on the table as well.

Deployment

The Good side starts off in a group (no more 2" away from any other model in the group), no more than 12" from the edge of the table. The Evil side can deploy anywhere that is more than 12" away from any of the Good models.

Objectives

The Good side must attempt to reach the opposite side of the board and leave the table with as many models as possible. The Evil side must try to slay as many of their enemies as possible before they can escape.

The Good side wins if more Good models escape from the ambush than are killed. If you are playing with the actual participants listed, one of the escapees must be Elrond.

The Evil side wins if more models are killed than escape. If you are playing with the actual participants listed, then the Evil side wins immediately if Elrond is killed.

In the event of equal numbers escaping and being slain, the result is a draw.

The game is played until one side or the other has either escaped with sufficient models or slain sufficient models to meet its objective.

MODELING RIVERS

One of the most tactically challenging pieces of terrain you can use is a river. When attacking forces can only cross at certain points (bridges or fords) the whole pace of the game can change as defenders race to hold these vital crossings. In one of the coolest scenes from the movie, Arwen summons volumes of water to sweep away the nine Ringwraiths at the ford of Bruinen. How could you not want a river in your terrain collection after that?

The Flight to Lothlorien scenario contains a stream (the Silverlode), that the forces of Evil must cross to pursue the Fellowship. When we constructed our themed table for this scenario we built the stream into the table as a fixed feature. In order to create this stream, we decided that it had to be, first and foremost, deep. We dug out a trench in the foam and filled the riverbed with small smooth stones and sand to show that the current had been wearing down these rocks over time. There were a couple of fords made where the evil warriors could cross, and the entire riverbed was painted in Chaos Black. Once dry it was drybrushed with Codex Grey and then again with Fortress Grey.

After that, it was time to add the water! Using an epoxy resin (this stuff can be nasty! Use in a well-ventilated area!) with some Blue Ink added, we poured our "water" into the painted riverbed. This was done carefully in two layers to make sure it was nice and even. Ensure that your foam base is fully sealed with a thin coat of wood glue and a couple of coats of paint as the resin may dissolve any exposed foam it touches. We then created the ripple effect with a tricky third layer.

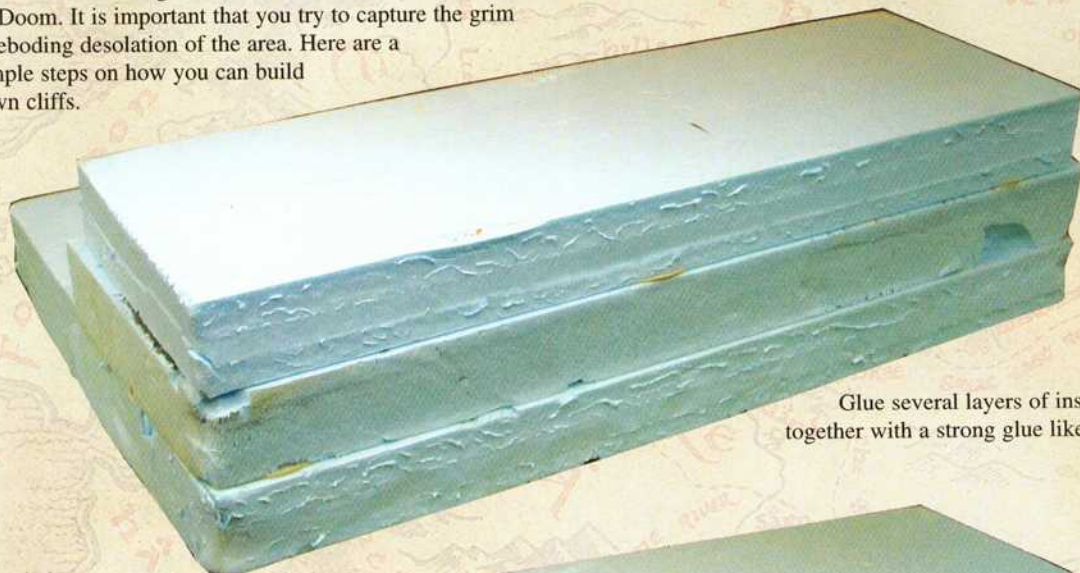
Not all rivers or streams need to be built into a table. In fact, the vast majority are separate terrain pieces. These are often made from some type of board with foam banks and painted water, much like the first five steps of the marshes shown later in this booklet.

While you're gathering the materials to make a really cool river (or waiting for resin to dry) you could even, in a pinch, use construction paper painted blue and cut into the shape of a river. Have fun!



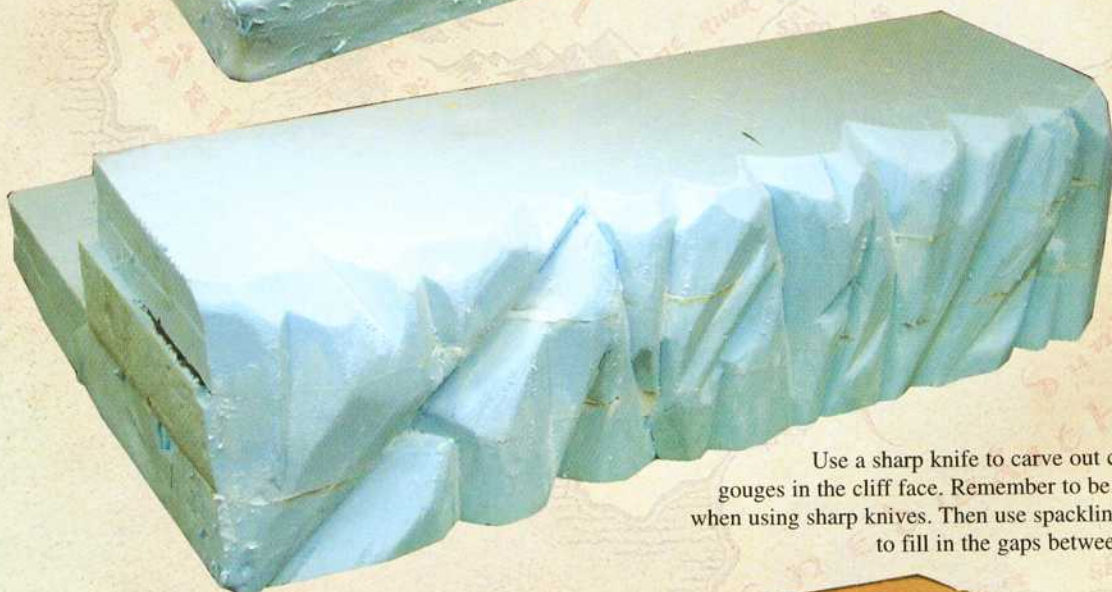
BUILDING CLIFFS

One of the most important parts of the Last Alliance gaming tables we're constructing are the low cliffs and foot hills of Mount Doom. It is important that you try to capture the grim and foreboding desolation of the area. Here are a few simple steps on how you can build your own cliffs.



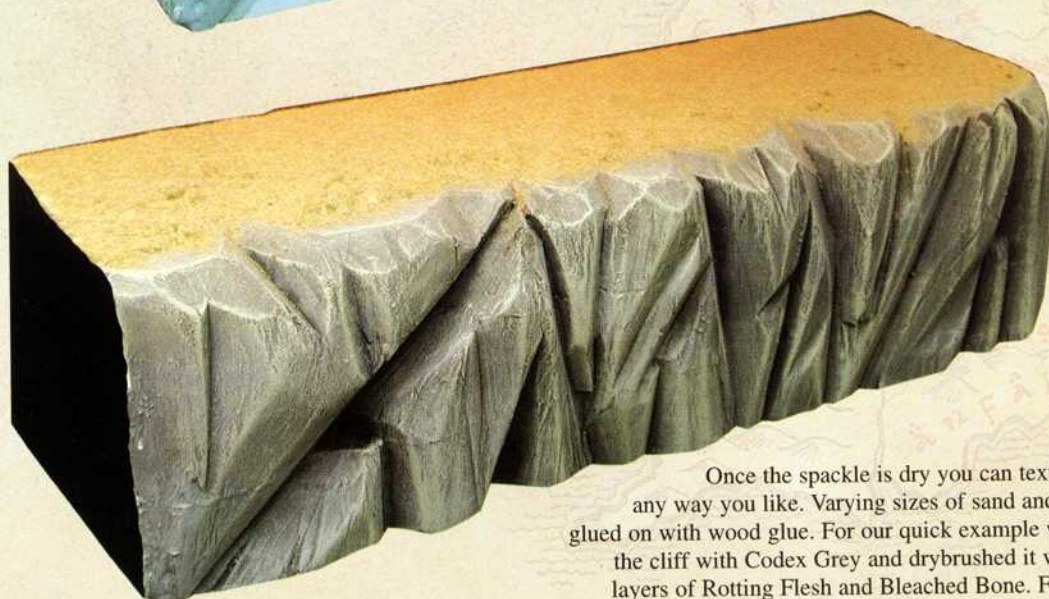
STEP ONE

Glue several layers of insulation foam together with a strong glue like liquid nails.



STEP TWO

Use a sharp knife to carve out channels and gouges in the cliff face. Remember to be very careful when using sharp knives. Then use spackling compound to fill in the gaps between the layers.



STEP THREE

Once the spackle is dry you can texture your cliffs any way you like. Varying sizes of sand and gravel can be glued on with wood glue. For our quick example we just painted the cliff with Codex Grey and drybrushed it with successive layers of Rotting Flesh and Bleached Bone. Flock that looks like dead or dying grass can be found in most hobby stores.

OTHER TERRAIN IDEAS



This rocky effect was achieved by glueing bark chips into the side of a hill. The bark chips were then primed with Chaos Black and drybrushed with Bubonic Brown, Rotting Flesh and a final drybrush of Bleached Bone. Flock was added where appropriate.

This jagged pile of rocks was cut from large chunks of insulation foam and glued onto a base cut from a sheet of masonite. The entire piece was then covered in wood glue and dipped in a sand and gravel mix. Once dry, watered-down wood glue was painted on the sand and allowed to dry. This adds durability to your terrain and makes sure the sand will not chip off. The rock pile was then primed with Chaos Black, basecoated with Codex Grey, and drybrushed with Fortress Grey.



This cliff was constructed in much the same way as our step by step example, but was been glued to a table as a permanent feature. It has also been textured using the same technique used on the pile of rocks above.

MODELING MARSHES AND SWAMPS

As most of the scenery we've made for our tables is built into the boards we thought we'd show you how to build a separate or "loose" terrain piece. A swamp is perfect and if you build several pieces you can build your own Dead Marshes.

Step One: A roughly oval-shaped piece of board was cut and the edges filed and sanded. A piece of foam was then cut to match the shape of the board. The center of the foam was then removed and the remaining foam was glued down and shaped with a sharp hobby knife (use EXTREME caution). Spackling compound was then used to fill any gaps between the foam and the board. Once dry it was sanded with a fine grade sandpaper, to smooth out any rough edges.

Step Two: Small stones were glued down with a construction adhesive (like liquid nails) and then the piece is coated in wood glue. Sprinkle sand and gravel over the foam and board and allowed to dry.

Step Three: Once dry, the swamp is sprayed with black primer. Ensure the wood glue and gravel cover the entire piece before spraying as the primer will dissolve exposed areas of foam. The swamp was then drybrushed with a series of different colors. The raised areas were drybrushed successively with Bestial Brown, Bubonic Brown and Bleached Bone. The inner edges of the swamp were then drybrushed with Goblin Green and Scorpion Green, to represent dried algae on the shore.

Step Four: Wood glue was painted in "random" areas and a green static flock is sprinkled on. At this stage you can drill small holes around the edge of the swamp.

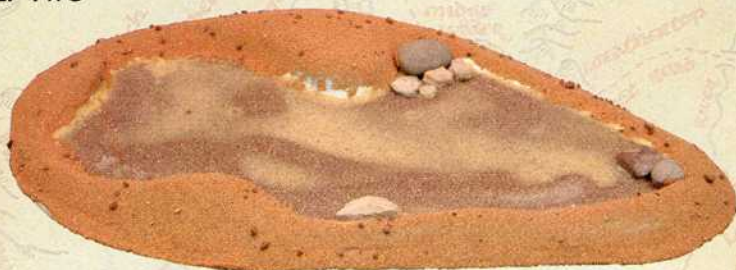
Step Five: A light brown static flock was glued over raised areas of the green static flock as a kind of highlight. Tall grass (available from most hobby stores, but can be made from scrubbing brush bristles) was glued into the holes drilled earlier along the banks. Other forms of foliage can be glued on at this stage. Just don't overdo it, as it becomes more difficult to move models around on your terrain.

Step Six: Adding the resin is the most difficult step. Ensure you work with the right equipment, follow the instructions carefully and work in a well-ventilated area. A mix of Bubonic Brown and Leperous Brown was added sparingly to a clear casting resin. It is important to add small amounts of color at a time as a little goes a long way. To gauge the correct amount has been used your resin should look cloudy but not opaque. When stirring the resin bubbles may appear, this can add to the swampy effect, looking like escaping marsh gas.

STEP ONE



STEP TWO



STEP THREE



STEP FOUR

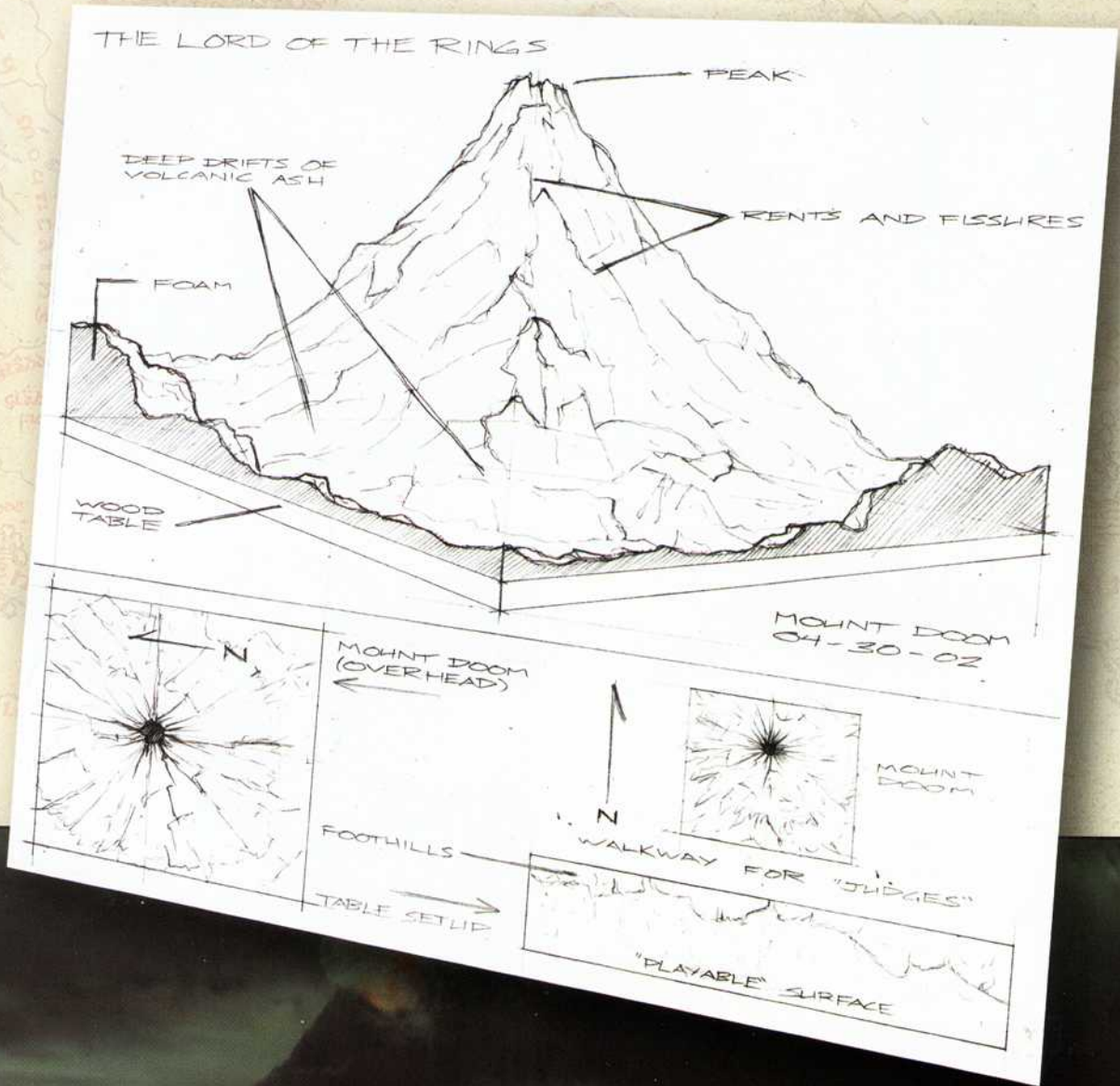


STEP FIVE & SIX



BUILDING MOUNT DOOM

While it is really tough to game on a volcano, we're building a massive Mount Doom for the Last Alliance events at the three North American Games Days. See all the action at Baltimore (June 28th & 29th), Chicago (July 27th), or Toronto (August 17th) and then see the coverage on our website, including in progress and finished shots of our mighty Mount Doom. The sketch below gives you some idea of the impressive size of the volcano.





WHAT COOL THINGS ARE HAPPENING?

Games Workshop Hobby Centers, Rogue Trader stores and gaming clubs across North America will be running events throughout the summer leading up to hundreds of climactic battles, involving thousands of miniatures!

How can you be involved?

There are many different ways you can get in on the action, but the best way is to gather your friends together, choose sides, build your forces and fight the battles!

Hobby Centers and stores will be running terrain building and miniature painting classes, scenario-driven gaming and a massive Last Alliance battle in August. Ask store staff for details of events run in your local shop.

Keep an eye on our website for cool information on:

- The Sauron Painting Competition
- Last Alliance Mega-Gaming
- Maps and more new scenarios
- Cool battle reports
- and loads more excellent hobby material!

Don't forget that our massive Last Alliance gaming table (featuring Mount Doom itself) will visit all three North American Games Days (Baltimore, Chicago, and Toronto). There is no need to register or bring along any models, just show up and join in the fun! Last Alliance gaming will also be part of a Summer Battletour and there'll even be a Last Alliance gaming event at Gen Con 2002.

Muster those forces at have fun!



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