The Tengwar Beacon

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Calenhad Beacon

An unofficial publication of The Lord of the Rings Strategy Battle Game Online Community
Welcome to the first edition of the Tengwar Beacon, developed by the Lord of the Rings community!

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The cover image was created and presented by Grimhelm.

The above people gain nothing from writing this online magazine, save the knowledge that they have supported the game and the community. Please join them in submitting articles!

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The Tengwar Beacon is a fan magazine created by members of the Lord of the Rings Online Community. This includes a selection of sites:

Cheeseweb – [www.setbb.com/cheeseweb](http://www.setbb.com/cheeseweb)
The One Ring – [www.one-ring.co.uk](http://www.one-ring.co.uk)
The Last Alliance – [www.thelastalliance.com](http://www.thelastalliance.com)
The Palantir – [www.thepalantir.org](http://www.thepalantir.org)

The Magazine is kindly hosted by Freewebs – [www.freewebs.com](http://www.freewebs.com)
Welcome!

Aratheking writes the editorial, focusing on the revival of the e-zine, Grimhelm's latest terrain piece and GW's latest sourcebooks.

It was in February that the last issue of Cheeseweb Monthly was released, but there was just not the support and commitment to keep going, at that time at least. You could probably tell as much from reading the list of writers, it being limited to just 3, with Elegost doing the covers. It was probably forgotten by most, that fault being my own, I didn't even add a link to it from the main site.

Then I made an attempt at a final issue, a goodbye issue, I mean attempt. Cheeseweb was going through a long spell of inactivity, and had no advertising outlets, and no will to continue. So that was it, 10 issues worth reading, but no more.

Yet this drought did not continue, thanks to the work of Grimhelm, and him resparking the magazine, and members coming back to the site. It was at the start of June that Grimhelm had the idea, and with faithful advertising, the magazine was made. Eventually. Cuts had to be made, and the most important of these was the limiting of the issues, cutting down from one per month to just one every three months. The other big change was the name, as Cheeseweb Monthly didn't quite cut it as a title for a quarterly magazine. So, after brainstorming, the Tengwar Beacon was born.

What is different, I hear you ask? Not much, I reply, but there are still new things, a streamlined advertising, writing and proofreading system the main bonus, leading to articles being done on time, and well, and some proper structure of the publication. Oh, and a bigger (and different) editorial. Now that it is quarterly, we will very often get a new sourcebook (or two, as this quarter was lucky to have) to review. And I will review it! That is, if I have the money and will to go out and buy it. I will also focus on some of the achievements on Cheeseweb this month, typically looking at a hobby article, Grimhelm's fort for this month.

There are many things in this magazine, and, I assure you, reading my editorial isn't the only thing to excite you. I hope you enjoy this issue, and help to promote its growth.

The cover depicts a beacon made by Grimhelm, who also constructed the fort on the next page. It depicts the Calenbad beacon, lit in times of need and desperation, as in the War of the Ring. It was relatively small, and had a flat crown covered with green turf.

Grimhelm's Fort

Over the past few months, Grimhelm has been hard at work, not only with reinstating the magazine, of which he must take most of the credit, but also with his terrain work, notably his fort, which can be seen over the page. It was begun in April, and finished by July, a large project with a lot of effort put into it. I hope you are content looking at the hard work put into it.
I think you will agree it is a pleasure to look at, and that is why I have included it, it has been a joy to watch the construction of. Of course, the building of it can be found on many forums, including Cheeseweb and the One Ring, two sites that have put a lot of effort into creating this magazine, and the Last Alliance, where it created a lot of discussion, and was most active.

My favourite part of the fort is the flag, a detailed picture of which can be seen at the lower-centre of the picture below. I love it because of the quality of the freehand work by Grimhelm, accurately depicting a complex symbol. However, I cannot underestimate any parts of the fort, the walls are neatly constructed, far more so than when I had a go, and with a walkway behind.

Also, the gate is realistic, and could work, though it is not too complex. As the fort is all glued down, it can easily be rearranged into other formats, meaning there are endless opportunities to game and display it.

Grimhelm also constructed a ruined wall, which can be used to show when the castle has been broken into. This takes a lot of work to make look good, both from modelling and painting.

A thing I would consider changing is the grass down the sides, it is too steep to look perfectly realistic, however I appreciate that constructing a rocky drop is far harder, and takes far more time and effort to do.

Aratheking, Head Editor.
The Dark Council site was closed this summer after a long period of inactivity. Although it was a small site, it was one of the important “player-created strategy groups” in Games Workshop’s 2005 War of the Ring Online Campaign, directing the forces of Evil and noted for “playing like professionals”. Along with the Alliance of Light, it received particular thanks in UK White Dwarf 312, and it later went on to run a “Campaign of LotRs” with Cheeseweb. Still, with campaigns run by TLA, and another in development over on the One Ring, we can say that its legacy lives on.

The Tengwar Beacon is an effort to bring closer together the websites that make up the wider Lord of the Rings SBG Online Community, and it could not have been made without the work of members from a number of dedicated fansites. As cHiMeRa said on The Palantir, “What will LotR SBG be if not for fans, and fan productions?” In the issues of this e-zine, we plan to show all the aspects of the hobby - painting, terrain-building, gaming and background information, etcetera - from beginner to expert level. In this issue we have a few some autumn-themed articles, with the Lorien boards of the well-known terrain-builders Revolutionary and PaulF both making appearances. In future issues we hope to have other familiar hobbyists sharing their work, such as Dagorlad and UKFB.

It is hoped that The One Ring’s Exploring Middle-earth will come out some time in 2008. That will no doubt surpass our attempts in depth and quality, becoming the new “benchmark against which all others are measured” (as with the site’s Age of the King fan supplement before it). However, we hope that the regularity of a quarterly community-wide resource will make the Tengwar Beacon a valuable resource in its own way, and “fill in” those areas where Exploring Middle-earth doesn’t go.

In addition to Exploring Middle-earth, the newly revised One Ring Awards will be accepting entries at the time of this edition’s release. The main categories are Best Painted Miniature, Best Terrain Piece or Diorama, and Best Sculpting/Conversion Piece. In addition to this is the General Beginners Category and the themed “One Ring Master Craftsman” Challenge. This time the theme is “Production in Middle Earth”, which could range from Hobbit Agriculture or the industry of Isengard, to the creation of the Rings of Power by the Elves and the renowned smithies of the Dwarves.

Meanwhile on The Last Alliance, badges were released this summer for its members so that they can be identified at events such as Games Day. These were designed by Grimmat, with either a Good or Evil theme available at £1.50 each, or £2 for a pair. There have been some notable projects running on TLA, such as the “Palisades, encampments and fort terrain” group project and PaulF’s epic “Minas Tirith Forecourt”. Part of the former is covered in the terrain section, and the forecourt will be appearing in the next issue.
Discussing Middle-earth: Elf Cavalry

By Grimhelm of Snowbourn

This is a discussion of Elven cavalry, known colloquially as “Elnaith”, drawing conclusions from how they would have appeared in Tolkien’s Middle-earth. Converting these is beyond the scope of this article, and is discussed elsewhere.

Firstly, what are Elnaith? Well, admittedly, the name is one of Games Workshop’s inventions, which first appeared in an article which had the Elves of the Last Alliance fielding light cavalry. However, the term does use elements of Quenya, and could be said to be “historically based”. The term “Dirnaith” is a term Tolkien used to refer to an aggressive tactic of the Numenoreans at the Last Alliance - the term literally meant “Man Spear”, and referred to a quickly moving wedge of spearmen on foot, used to break apart the Orc formations. By this logic, “Elnaith” means “Elf Spear”, and using their mastery of horses, they could conceivably form a cavalry wedge. This would be faster and better at flanking than the Numenorean formation, which would have formed the bulk of the armies’ numbers, so the Elves really would be the small élite on the battlefield.

Now this shows that it would be tactically likely to have cavalry during the Last Alliance, but what did Tolkien say about Elven mounts? The Lord of the Rings offers an insight into the Elves’ use of horses in the late Third Age. Glorfindel’s horse Asfaloth stands up to the Nazgul - the Harbingers of Evil in Middle-earth - while the horse Arod was calmed by Legolas so that he could pass among the Army of the Dead. In both passages, it shows that the Elves of the late Third Age were very skilled horse-riders, and could calm their mounts in the face of danger or battle - both very useful skills if cavalry were ever needed.

But while that’s interesting on its own, it doesn’t expressly show the use of cavalry in the First Age. Fortunately, we have evidence of this too:

“The watchfires burned low, and the guards were few; on the plain few were waking in the camps of the horsemen of Hithlum.”
- *The Silmarillion*, Chapter 18

The Plain of Hithlum where a large part of the Noldor lived was perfect horse country - rolling plains - so the idea of horsemen makes sense because the Elves would not have wasted such prime conditions for cavalry. They wouldn’t get to be called the “Horsemen of Hithlum” if they did not use their horses in a form of cavalry. The “Riders of Rohan” would not have earned their name if they had not achieved the reputation on the battle-field. At the *Nirnueth Arnoediad*, or “Battle of Unnumbered Tears”, there were 15,000 to 20,000 Elves of Hithlum. There is also evidence that the Elves used cavalry in this battle:
"Now his wrath [Gwindor of Nargathrond] was kindled to madness, and he leapt forth on horseback, and many riders with him: and they pursued the heralds and slew them, and drove deep on into the host."

There were at least 500 Elves of Nargathrond at this battle. Gwindor’s charge which started the battle is express proof of cavalry, but we must also understand the definition. “Cavalry” does not necessarily mean a standing army - this is something which has fluctuated throughout history. During the early Middle Ages, armies were often composed of levied militia. The Romans used cavalry auxiliaries, which were not in every army because they were limited to the wealthy class known as the “Equites” (those who could afford the expense of maintaining a horse and the necessary armour); similarly, the Byzantine heavy cataphracts were limited to the nobles.

Thus, any riders in numbers on the battle-field were effectively cavalry. The Rohirrim, for example, did not go on manoeuvres and routine training exercises, nor were they paid for military service. They learned from their own experience at their homesteads, and would be called up to fight if the area was attacked or (in the case of the War of the Ring) they were going to aid Gondor.

At the aforementioned Battle of Unnumbered Tears, the important line to me is that they “drove deep on into the host”. To me, this indicates heavy cavalry. Again, the Elnaith “wedge” I mentioned earlier explains how they were able to get so deep into the enemy lines. I believe the Elven lords of Gondolin would have had such heavy cavalry too; comparable to the Roman Equites, as Gondolin itself was a rich, urban stronghold.

**Conclusion**

To recap, I believe that the Elves of the urban centres at Nargathrond and Gondolin used heavy cavalry during the Wars of Beleriand. The Elves of the plains of Hithlum used lighter cavalry. By the time of the Last Alliance, they used light cavalry to create wedge formations, which may be described accurately (if not canonically) as “Elnaith”. By the end of the Third Age, the Elves of Rivendell only used riders in small numbers or for scouting, and did not engage in battles involving cavalry.

Remember that although the armour worn by the Elves is light to lift, it is as sturdy as heavy Mannish armour. Heavy Elven cavalry armour, while being exceptionally strong, would be graceful to fight in, offering considerable flexibility when fighting from the saddle.

The conversion pictured is a mounted lord of Gondolin I made for a Fall of Gondolin Supplement that was never finished. This was my first conversion for *The Lord of the Rings*, and it received considerable positive feedback since, appearing in an early edition of CW Monthly before my involvement with this magazine.
This season, our “guest terrain speaker” is Revolutionary – someone who “can’t count the number of LotR terrain pieces” he has created, although it is “reaching towards the hundreds”. In this article, he discusses his most recent project: his Mallorn tree based on Lothlorien. The project took just over six months to complete, and during that time he has been running updates on the One Ring, the Palantir and The Last Alliance.
Building the Mallorn in Lothlorien with flets and structures was something I had always wanted to do. Though it was also something I had always believed I could never do. Doing straight walls is easy; cut a square out of foam core and you have a wall. Repeat four times, add some details, and you have pretty much any structure in Middle earth you want – except the Elves of Lothlorien.

Lothlorien has no straight walls; it isn’t even a building, it’s a giant tree. I had always avoided curved walls and roofs. I had always avoided using plaster as much as I could (it is messy after all). So Lothlorien was both enticing and terrifying at the same time. It presented so many new problems, and it was almost as though I could bring nothing to the project from what I had already learned.

Of course, after some amount of research and planning, things didn’t look nearly as daunting as they had originally. I knew what I had to do, I knew exactly how it had to look, and I had a pretty good idea on how to do it. So in the end I realized the most important thing I had learned from all of my previous terrain building was useful after all: planning and research.

Planning and research are the number one tools for a successful terrain project. With *The Lord of the Rings* it is especially important because terrain builders have the movies to live up to. Although the movies are hard to live up to because Weta did
such an amazing job, they are also the ultimate inspiration. So, any terrain maker should go first to the movies. Actually, both the movies and the extended edition materials, because in there are all the details that anyone needs to reproduce any terrain in Middle-earth.

I spent almost as many hours planning the Lothlorien project than I did building it. First was the design phase. Before I could tackle the problem of how to build it, I had to know exactly what I had to build. This is where I planned everything out, from the number and position of the branches, to the shape and design of the flet structures, to finally the locations where they would be placed. I got to the point where I could visualize the piece in my head.

Once I was confident in what exactly it was I was building, I tackled the issues around how to build it. The tree wasn’t too hard to decide on, as I had seen more than a couple of good articles on building big trees. The flet structures were going to be the real challenge to build. I went through a few different ideas until I settled on the final one. Not only was I concerned about the look of the structures, but also about simplicity to build and sturdiness of the finished project, which made building that much more difficult. Experimentation was the key, and as a result I have about three flet structures sitting around without a home right now. But it was worth it.

So really, the most important thing that I learned from this whole process was that planning was enough to help me realize that anything was possible. No matter how daunting the task, simply researching it and planning it before hand is enough to make anything possible!

For more of Revolutionary’s work, you can see his website, which has plenty of articles on all aspects of the wargaming hobby – and of course building Elven architecture for games! There are some new articles coming out on these terrain pieces around this time, so go to:

http://www.blackbirdmedia.org/minatures/
Of course, Revoultonary hasn’t been the only one to try trees with platforms – the one pictured to the right (top) is a pleasing example made by Daoage of the One Ring. However, so far Revolutionary’s have been the most ambitious and successful yet. Since he made that first brave attempt at building Caras Galadhrin, he hasn’t been the only person to try his hand at such elaborate Lorien terrain. Just as Weta’s designs inspired him in the first place, so too did he inspire PaulF of The Last Alliance to attempt similar project (albeit using his favoured material of plasticard), which is pictured also to the right (bottom).

In our next issue, PaulF will be our “guest terrain speaker”, although instead of Lorien terrain, he will be telling us about his attempt at an equally massive Minas Tirith.

_Grimhelm_
The Trap of the Iron Hills

by Ragnos

Sauron has had his eye on the Dwarves of the north for many years. He has offered them gold and, some say, even the long lost Dwarven Rings of Power. All he has asked for is a shred of information on this ‘Baggins’ friend of theirs and his little trinket. But Dwarves do not abandon friendship so easily and have maintained wary of the Dark Lord.

So, setting all diplomacy aside, the Lord of the Black Land has gathered an army worthy of slaying every last dwarf and smashing every last stone column into little pebbles. He has called on the great lords of Rhûn to fulfill their pledges of allegiance and prepares a trap for the Dwarves. He strides forth to strike at the Iron Hills with an overwhelming force. He knows the Dwarves will ask for help...and he lets the messenger get away.

Soon, the messenger arrives at the Lonely Mountain with the message of distress and a small relief force is formed by Thorin III, son of Dáin, called Stonehelm. Little do they know they are working themselves into a trap...for Sauron expected this and has arranged for the Easterlings to ambush the travelers a ways of the Iron Hills, cut off from all help. His goal is to kill Dáin’s heir and thus shatter the Dwarven morale. Whether he succeeds or not depends entirely upon you...

Description

In this battle a group of Easterlings ambushes the Dwarf forces led by Thorin Stonehelm in the aid of the Iron Hills. The Evil side’s goal is to eliminate the enemy’s leader, while the Good sides’ goal is to escape off the opposite edge of the map or destroy all enemies.

Participants

GOOD
Thorin III Stonehelm (See profile under Special Rules)
3 Iron Guard
4 Dwarf Warriors with 2-handed axes
4 Dwarf Warriors with dwarf bows
6 Dwarf Warriors with shields
1 Dwarf Warrior with banner

EVIL
2 Easterling Captains
8 Easterlings with shields
8 Easterlings with bows
8 Easterlings with spears

Points Match

This scenario, although specifically made for this encounter, can be adapted for a points match. In this case, the Good side’s most valuable hero points-wise assumes the role of Thorin. The total points cost of the armies given here came respectively at 305 and 308, but after playtesting I can say that the armies are balanced.
Layout

The scenario is played on a 4’ by 4’ board (130cm by 120cm). Going through the center of the battlefield is a road parallel to the long edges of the board. The road itself is clear, although the terrain on both sides of it may have hills, trees, rocks and other suitable terrain elements.

Starting Positions

The Good side deploys on the road on one of the short edges of the map, at a maximum of 6” (14cm) from the table edge.

The Evil side deploys on both sides of the road, but not on the road itself. Half of the Easterlings (1 captain and 12 Easterlings with any weapon combination) must deploy anywhere beyond 6” (14cm) of the road in the top half of the board. The other half of the Easterlings must also deploy anywhere beyond 6” (14cm) from the road but on the lower half of the board.

The Good side deploys first and, as normal, starts the game with Priority.

Objectives

- The Good side’s objective is to leave off the opposite table edge (not necessarily on the road) with Thorin still alive or destroy/rout the entire Evil side. This gains them victory.
- The Evil side’s objective is to kill Thorin. This secures them victory. If Thorin flees due to his force breaking he counts as a casualty and the Evil side wins.

As unlikely as it may seem, if both forces complete their objectives by the end of the same turn the match is a draw.

Special Rules

Enormous Pressure. Sauron wants this done and he wants it done quickly, placing on the small band of Easterlings an huge amount of pressure. If any Evil miniature is within charge range of a Good miniature then they must charge the nearest Good miniature. If it is possible to charge Thorin, however, he must be attacked, even if he is not the nearest Good miniature.

Standard of Erebor. The dwarven standard being carried on the battlefield is no mere banner, it is the Standard of Erebor, a relic of the Lonely Mountain taken by Thorin to battle at the Iron Hills. The Standard of Erebor counts as a normal standard except that its range is of 8” (16cm) instead of the usual 4” (8cm). If the bearer of the Standard of Erebor is killed and the Standard is not picked up by another then every Good model will suffer -1 Courage for the rest of the battle due to the loss of such an artifact.
Thorin III Stonehelm (Dwarf)      Points: 100

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**Wargear**
Thorin Stonehelm carries elaborately crafted dwarven heavy armor, throwing axes and the faithful weapon that is every dwarf’s friend: the axe.

**Special Rules**
The King’s Heir. Thorin is the son of Dáin Ironfoot, King of Erebor and the Iron Hills. His troops are absolutely loyal to him and will follow him unto death. Thorin’s Stand Fast! range is doubled, going from 6”(14cm) to 12”(28cm).

A good model to represent Thorin would be one of GW’s Dwarf Kings, particularly the one pictured, although any regal-looking miniature will do.

**Tactics**

**Good Side:**
Deployment is crucial in this battle, as it can mean getting stuck on the road at the very beginning or quickly fleeing from the ambush. Since you deploy first you’re at a disadvantage, so try and make a versatile formation. I recommend keeping your archers at the back and Thorin in the center surrounded by the Iron Guard to keep him safe. The banner should also be kept safe near Thorin and the Guards. Use warriors with a mix of one and two handed axes to protect the flanks, as the Easterlings will presumably reach you quickly. Focus on keeping Thorin safe and if you get stuck somewhere on the road, getting rid of the enemy captains, as the absence of their Stand Fast! rule can make winning much easier. An easy way of doing this is to isolate and surround them one by one, preferably with the Iron Guard. If the battle goes sour and your force is broken you will have to rely on Thorin’s extended Stand Fast!, although Dwarves have higher Courage than normal.

**Evil Side:**
Since the Dwarves deploy first you can easily react to their formation, try and deploy as close to them as possible. Your archers have no hope of hurting the warriors with shield or Thorin as their Defence 7 and 8 respectively are impervious to Strength 2 bows, so focus on shooting down archers and warriors with two handed axes. Try and get the Dwarves into combat quickly so they don’t continue to go down the road, if you strike from both sides at the same time you can destabilize the formation and separate the Dwarves into two groups. If you use your spears and numerical superiority then it should be easier to break them, although you should expect heavy casualties should you lose a fight against an Iron Guard or a two handed axeman (axedwarf?). If your strength falters and your force breaks then your captains should hopefully be there to help, but if they aren’t don’t expect your low Courage to hold.
In this first article, King of Arnor from The Last Alliance shows us the simple techniques to make the basic tent – the foundation for further, more-advanced tents.

**Step 1: The Base and Frame**

For the base of the tent I suggest using hardboard or a chariot base. I used thin cardboard, which I don’t recommend because the glue warped it.

For the frame I used 3 match sticks (without the heads). The top beam to support the tent is made from a whole match stick, while the other four are each made from half a stick. To stick the frame together and onto the base, as shown in the picture, you can use some Milputt or Green Stuff (although superglue will work just as well).

**Step 2: Texture and the Tent**

To texture the base, you will need PVA/White Glue, water, and sand. First, mix the glue and water equally to get a nice thick liquid. With an old paintbrush, paint the mixture all over the base, and then pour sand over the glue.

Now we will be putting the cover over the frame. All you need for this is a piece of computer paper and the same glue mix used for the base. Smother (and I mean it!) the paper in the mix. When that’s done place the paper on the frame, and your tent should now look like so:

**Step 3: Painting**

Once dried, it will be ready to spray paint. For terrain you do not need to use GW’s overpriced spray paint – you can just use a cheap one from any DIY store. Once sprayed you may paint it whatever scheme you want, but here’s how I did it:

For the base I heavily drybrushed it Scorched Brown, and then Bestial Brown. After that, do a very light drybrush of Bleached Bone. If you like you can then flock it. The wood is very simple: Scorched Brown, with a highlight of Bestial Brown!

The tent cover is also simple but in the end realistic: First paint it all Dark Angels Green, and then drybrush the extreme edges Goblin Green. Lastly, give it a watered down wash of Black ink. This is not required but can be very useful!

Here is the end result!
Tactics

By the Elven Lord

Tactic One -
Square Formation

This is an effective tactic when you are on the defensive, it can be made in 1-3 turns depending on the length of models away from each other. It’s also easy to make.

Please note:
The drawing on the left is an example, you can add as many people to a side as you want but keep the same basic tactic as is shown in the diagram.

Also note that all bases must touch for this tactic to work.

How this tactic works:

Warriors on the outside take the attacks. If one is attacked, the two flanking him may move forward and attack, making sure to regain their position after the combat. Under no circumstances must they get drawn away, charge or chase down their enemy.

Spearmen can attack the enemy from behind a wall of friendly warriors as long as their bases are touching. The spearmen can attack without fear of being attacked themselves. This is a huge advantage in a situation where the warrior is outnumbered.

Archers can fire over the enemy as backup, softening up the enemy before they arrive and pulling them towards you. Also, with 10 or more archers, you can volley fire, as explained in the rulebook.

Note: You can place a hero or other important character in the centre of the square for protection.

You will need: Warriors, Spearmen and Archers

Rules for this tactic:

1 – Never charge the enemy unless confident the inner ranks will not be attacked.

2 – Stay in formation as much as you can.

3 – All bases must stay touching.

= Warrior
= Spearman
= Archer
Tactic Two – Shield Wall (Choke Point)

This is a good tactic when you need to defend an area from the enemy. It can also be used to stop enemies getting to heroes or weaker troops while they escape the heat of battle. It is especially useful in Dwarven Mines, where there are a lot of narrow passageways.

As with the previous tactic, the models in the formation must stay still, under no circumstances breaking the formation.

The archers can fire past the men, volley firing if there are enough of them.

The Cavalry are an invaluable backup force if the enemy break through your first rank. If they break through your warrior and spearmen ranks and are within charging distance of your archers, bring the archers back and charge the cavalry forwards.

If you have another force behind the enemy, you can trap them, between your line and the backup, in a pincer movement, exercised many times by the Romans against the Greek Phalanxes.

If you have cavalry, you can send them around the side, catching the enemy around the rear. As cavalry are quick, this means the enemy will have little time to respond, and will have nowhere to retreat to, in effect shifting the balance tremendously, turning the tide in your favour even if outnumbered.

You will need: Warriors, Spearmen, Archers and (optional) Cavalry.

Please note: The drawing above is an example, you can add as many people to each rank as you want, just keeping the same basic tactic as shown in the diagram above.

The above picture is from the Games Workshop website, showing a line of tunnel fighters executing a similar tactic.
Welcome to this article, which details various ideas and conversions for using as objective markers in games. Of course, you can always use simple items, such as scraps of paper, but I find it far more visually pleasing on the battlefield to use models. I take a look at a few examples of these markers, and why they would be good, what they could represent. Some involve simple conversions, which are easy to do.

The first idea that I decided to follow through was the idea of a dead comrade, a poignant objective for the Good forces to reclaim, so the evil force does not mutilate the body. This was a fairly simple conversion; I simply chopped the body from the base (fig. 1), before gluing him face first onto it (fig. 2). I then painted it, but not before adding a goblin spear protruding from his body. The model follows the same blue and silver colour scheme of my dwarves (fig. 3).

My second objective marker consisted of a Dwarven statue. I figured that this would be suited in Dwarven halls, under attack from enemies, as a rallying point for both sides. The base was made from a small paint pot, which was empty, with the lid cut off, attached to a normal 25mm base (fig. 1). I then added a dwarf, minus the base, to the top, in a heroic position (fig. 2). To paint it, I used a drybrush of Codex Grey, to make it look like stone (fig. 3).
The effect given by my third objective marker came out far better than it could have done. It was very simple to make, consisting of just a wad of plasticine (modelling clay), put on a normal 25mm base. Then, to create the effect of money, I pressed a fairly blunt pencil into it several times. This, though actually the opposite way around to how a real pile of gold would look, gave a good effect. I then painted it with Shining Gold, and added Static Grass. This represents a hoard of treasure, which both forces wish to secure.

Other objective markers can be even simpler, for example the use of a base covered in Static Grass or Flock. This can be something as simple as a territorial point, the high ground or a point to defend a river from. Another simple idea is that of a grave (below, bottom left). This is a simple mound, made with some form of modelling putty, covered with static grass or flock. This would be a very important point for the good side to defend, and if the evil side claim it, then they despoil it, disheartening the Free Peoples.

Using these objective markers in games
Many scenarios require the use of objective markers, and these are a simple alternative way to go about it. Every race has something to fight for, so why not make a personalised set for your force or army? Though my examples have been focused around dwarves, the stash of gold could easily be for any evil army and the forces of good will fight all the harder around a statue of a hero or for a fallen comrade. Remember, you never know if it will work until you try it!
Coureurs des Bois

By Grimhelm of Snowbourn

Coureurs des Bois, or “runners in the woods”, were adventurous Canadien fur traders, who learned the languages and customs of natives and were particularly active at trading posts near Montréal and the Great Lakes. Thanks to their relentless activity, along with that of other French explorers, the colony New France stretched from the shores of Acadia west to the Rocky Mountains and south to Louisiana. In the late 17th century, it covered the largest area of any colony in North America.

These miniatures are a great place to practise painting fur tones; and of course, I included some LotR-style rules for them at the end of the article:

<table>
<thead>
<tr>
<th>Fur</th>
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<tbody>
<tr>
<td>Scorched Brown</td>
</tr>
<tr>
<td>Mixed 50/50 with Bestial Brown</td>
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<tr>
<td>Bestial Brown</td>
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<table>
<thead>
<tr>
<th>Trousers</th>
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<tbody>
<tr>
<td>Snakebite Leather</td>
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<tr>
<td>Bestial Brown wash</td>
</tr>
<tr>
<td>Snakebite Leather highlight</td>
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The string and the fringe of the fur clothing (right) are painted with Scorched Brown & highlighted with Graveyard Earth. The belt is Snakebite Leather edged with Graveyard Earth.

The trouser straps (left) are painted Scab Red. The feathers are Bleached Bone, washed with Regal Blue and highlighted with Skull White. At this point, leaves may be sculpted onto the base for an autumnal theme.
Lastly, the base can be dealt with. Rich colour here adds to the autumnal theme. When sculpting the shape of the leaves, I had selected three species of trees native to North America: Ash, Sugar Maple and Beech. For the first of these I sculpted the characteristic wing-like Ash seed instead of a leaf.

The red maple leaf was painted with Terracotta, washed with Bestial Brown and highlighted with Scab Red. The beech leaf was painted Snakebite Leather, washed with Bestial Brown and reset along the edges. The ash seed was painted Graveyard Earth and highlighted with Bestial Brown. The sand was painted using brown tones, and some flock was added to represent moss.

The face and hands were painted using the skin techniques listed above, and the hair is painted using a variation of the fur-painting technique. The eyes deserve special attention. With a fine brush, pick out the eyeballs with Bleached Bone, followed by a highlight in the middle with Skull White. For the pupil, mix Chaos Black and Codex Grey, and apply so that only the white of the eye at either side of the pupil is seen. A thin line of Bestial Brown above the eyes for the eyebrows will complete the effect.

Coureur des Bois (Man)

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<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
</tr>
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<tbody>
<tr>
<td>Coureur</td>
<td>3/3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

**Special Rules**

- **Wood Elves.** See the Mines of Moria Rulebook.
- **Rifle.** Counts as a Bow with a Strength of 4.

**Wargear**

- Equipped with a dagger, rifle and powder.
- May be given an Elven cloak for 2 points.

Points: 9
Advanced Tents

By Grimhelm of Snowbourn

Now that King of Arnor has covered the basic tent technique, it is time to look into some of the more specific types of tents. The hardboard base for the basic six or eight man tent (the “contubernium”) is about 8” long and 2½” wide. These represent the tents used by the rank-and-file – accommodating the bulk of the army at the camp.

I used my own hand-cut balsa as the frame for the tent, and covered this with black fabric, using superglue. On the left you can see a tent that was fully covered, with the fabric draped over the entrance. For open tents, as on the right, you can add some black fabric as rugs or blankets to the inside. The frame on this tent will only be partly covered in fabric, as the idea here is that the details are visible through the entrance.

Tip: It is important to determine which colour best fits with your chosen army. For the armies of Rohan, these are white as in the film. For Gondor, Numenor and Isengard, these are black instead, while Arnorian tents are green. While basic tents such as these don’t require ornate decorating, a uniform colour can really bring them out.
Supply Tents

Supply tents are an important feature in any camp, look great in play, and are relatively easy to make. A bit of imagination is your best asset when deciding what exactly will go into them; in my case, the crate is made out of scored balsa wood, the stack of wood is just cut up lengths of wooden rods, and the coil of rope is some string. The miniature barrels were simply purchased from a hobby shop. The sand on the base is undercoated Scorched Brown and drybrushed with Graveyard Earth.

The crate is painted Bestial Brown with a wash of Scorched Brown in the recesses. The barrel is Scorched Brown with Brazen Brass for the cooping. The woodpile is Snakebite Leather, and the coil of rope is Graveyard Earth. To make the detail visible, the fabric on one side of the tent is rolled up.

Pavilions

Pavilions represent officers’ tents, and can be a great place for advanced detail. Octagonal or hexagonal (six-sided) are about the right size. To start with, you will need a square hardboard base, about 4” wide. Draw a circle with a diameter of about 3”, and mark out six points roughly the same distance from each other. Cut some wooden rods 1.5” in height, and glue one on
each of the six points. A rod of 2.5” in height is glued in the centre. Glue a length of fabric around the poles. In this case, the fabric is 10” long and 1.5” wide, to fit the circumference and height of the structure.

For the roof of the pavilion, cut six triangles out of fabric and glue each of them onto two adjacent poles and the central pole. Once all this is finished, it may be a good idea to use Chaos Black to restore the colour to any areas that have been affected by superglue.

You can also add decorative “dags” as shown to the right, cut from a strip of white fabric 10” long. This is glued around the top of the pavilion just below the roof. For the “guy lines” – the ropes that would hold a real tent in place – some string can be glued to each corner of the tent and onto the base beneath. Paint the ropes and base exactly as those painted on the earlier tents.

For final details, you can paint heraldic designs onto the pavilion, such as the Tree of Númenor below.
Variants
While variants of these techniques work for most armies, there will be different styles, emblems and patterns depending on the realm to which it belongs. The Stars of Arnor, the Ships of Dol Amroth, and the Star of Lúthien are good examples of this.

For Rohirric tents, Weta imagery serves as the chief inspiration. In the film, Celtic interlacing patterns are ubiquitous on the Riddermark’s pavilions, but there is also the prospect of detailing the interior of a large pavilion with banners or furniture, such as Théoden’s tent at Dunharrow.

Elven tents, while they do not appear in the film, would likely be richly detailed with emblems and better made than Mannish tents.

Orcish tents, on the other hand, are much more ragged and ill-built, and are occasionally decorated with the messy Eye of Sauron. There are plenty of film images, and a good guide to building them appeared in Battle Games in Middle-earth 59.

Harad tents pose more of a problem, as there is little from Weta to work with. However, Revolutionary’s Harad terrain based on the theme of the Mumak Howdah works exceptionally well. He originally got the idea for making them for a competition on the Palantir, and there is a guide available for building the impressive palatial tent at: http://www.blackbirdmedia.org/minatures/?view=articles&which=haradCamp
The Burning of the Westfold
Part One of Phoenix’s new mini-campaign

The One Ring travels across the Emyn Muil as Saruman’s faithful Uruk-hai warriors return to Isengard believing the Halflings they bear carry the Elvish Weapon their master desires. With the land of Rohan sitting on his doorstep, Saruman decides it is now that he should act. Sending forth legions of Dunlendings, Orcs and even fouler creatures to do his bidding, should Rohan fall, Gondor will be isolated in the war to follow…

Recommended Participants

The Peoples of Rohan
Captain of Rohan
14 Warriors of Rohan
6 Riders of Rohan

The Servants of Saruman
Dunlending Chieftain
10 Dunlending Warriors
18 Wild Men of Dunland

You may choose to field alternative forces for this battle. If so, choose around 250 points of Heroes and Warriors from the Rohan section of the One Rulebook or from The Two Towers journey book. In addition, choose a similar amount of points of Heroes and Warriors from the Isengard section of the One Rulebook or from The Two Towers journey book.

Scenario Layout

The game is played on a board 48”/112cm by 24”/56cm. The board is covered with grass and the odd tree or section of shrubbery can be found. At one of the short lengths of the board is a Rohirric village, which can be represented by several houses. If you do not wish to use such scenery, simply use card to represent the location of the buildings.
Starting Positions

The Warriors of Rohan begin the game in the Rohirric village. The Captain of Rohan and the Riders of Rohan are placed aside to act as reinforcements later in the game. The Dunlendings begin the game up to 10”/24cm away from the board edge opposite the Rohirric Village.

Objectives

The Dunlendings must get six models off the Rohan Village board edge by the end of Turn Ten. This represents them catching up with the fleeing Rohirrim, and slaughtering them. The Rohirrim must prevent this. The game ends at the end of the Turn 10. If less than six Dunlendings have passed the Rohan Village board edge, the Rohirrim win. It is for this reason that this game cannot be drawn.

Special Rules

More Will Come! For each Dunlending that falls, another is there to take its place. Every Dunlending model bar the Dunlending Chieftain may re-enter play after it is killed or has fled. For each Dunlending that enters play, roll a D6, and cross-reference with which board-edge they are entering from.

<table>
<thead>
<tr>
<th>Dice Role</th>
<th>Board Edge</th>
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<tbody>
<tr>
<td>1-2</td>
<td>East Board Edge</td>
</tr>
<tr>
<td>3-4</td>
<td>North Board Edge</td>
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<tr>
<td>5-6</td>
<td>South Board Edge</td>
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</table>

Riders of Rohan! The Captain of Rohan and the Riders of Rohan encounter the fleeing villagers on the Penmark plains, and are directed to the village by the terrified people to aid their guardians. In the Good Move Phase in Turn Six, the Rider of Rohan may enter play and act as normal. They enter from the Rohan Village board edge (West).

Courage. The Rohirrim are sacrificing their lives. They take comfort being in each other’s company. If a Warrior of Rohan is within 6”/14cm of a friendly model at the start of a turn, he automatically passes all courage tests required to take that turn. If he fails, he must test for Courage as if the force was broken. If he passes, he may not act any further that turn. If he fails this test also, he counts as a casualty.

Once the Riders of Rohan enter play, the Rohirrim take great heart and will then pass all courage tests.
Basing:

1) - The Basics

Though most people spend more time on painting the model, the base can also help letting your model “speak”. In this series of articles, Nedylene discusses basing and gives some ideas for it. On these bases you won’t see models as it is all about basing.

The easy way

There are two easy ways of basing. The first one is grabbing a jar of paint and painting the whole base with it. Most of the time people will use Goblin Green (grass), Bestial Brown (sand) or Codex Grey (rock, underground). The other one is grabbing an old brush. With it you will then cover the whole base with PVA glue. Then you drop the base in a basket with coarse flock.

Though these are easy ways to create bases, they aren’t the kind of bases I’m talking about. They don’t look ‘real’.

The ‘real’ work

The Games Workshop sells some nice baskets with sand. This material is really good for creating bases. They also sell different kinds of static grasses. This time we will use the normal one. We will also be using some Citadel Paints. I will show you the way to create grassland base.

What we need:

- Modelling sand
- Static Grass
- PVA glue
- Brown Ink

- Bubonic Brown
- Bleached Bone
- Scorched Brown
- Brushes
- Old brush

First we cover the upper part of the base with PVA glue. Do this with a brush to control the amount of glue and allow you get at the hard to reach places. After this we will put the base into the sand. Let it wait here for a minute or two so the sand will cover the base better. Remember to remove the spare sand from the side of the base.

Now we will put some ink on the bases. Normally on models we wet down the ink, although when basing we won’t do this. Make sure all the sand is covered by the ink. Now we will need to let the ink dry so let it wait for at least overnight.
When the ink is dry we will start by giving the sand some more colour. First we drybrush the sand with Bubonic Brown, and after this we do the same with Bleached Bone (but then, of course, more lightly).

While the base looks good now, you will want to add some details. We do this by adding some grass. Use the old brush to place some dots of PVA glue on the base, and dip the base into the basket of Static Grass. The best way to stick the grass in place is to grasp it with your fingers and press it gently on the blobs of glue. Do this several times.

When you’re done with this we will paint the side of the base. For this use Scorched Brown. If you think this is too dark, then you can use Bestial Brown instead.

**Variations**

Of course this base doesn’t fit well with the Moria Goblins that are prowling in Moria, or the Orcs that walk the ashy wastelands of Mordor. Maybe you even want to have Dwarves that walk around in the mountains. To create this effect you can still use the same methods but you will need other colours.

Instead of Brown Ink we will use Black Ink. In the event that you place the sand on the base of your model before priming with Chaos Black, you won’t have to use the ink. Drybrush the base with Codex Grey and then with Fortress Grey.

As Moria and Mordor don’t have vegetation, except in some places where it is spare, we won’t add grass. If you really want to do it, then do it sparsely. The best grass for this is the new “Scorched Grass”. This is browner and deader than Static Grass. For mountainous bases you could even add some snow, in the same way as with grass. Finish by painting the sides of the base with Chaos Black.

The desert of Harad can be done by using Graveyard Earth and Kommando Khaki instead of Bubonic Brow. Remember that both colours are harder to drybrush, so maybe a wetbrush can be done for this. This also means you will have three layers instead of two. There isn’t really any vegetation here, so we skip this part. In this case, the side of the base looks better when painted Graveyard Earth.
Shadow of the Dog Lord
Role Playing Game

Review by CaptainoftheWolfRiders

Well, I've gone on and on about this whole Shadow of the Dog Lord Role Playing Game thing, and I'm sure some of you are just like 'Come on Wolfy, are you ever going to finish it?' or maybe 'Hey Wolfy, does this thing even exist?'

Well, the answer is yes, and there are several members of the White City who have seen the fully finished version, but this review is so everyone can see some of the fruits of my labour. Included in this review are several example pages, so you all can see what some snippets of it are and what kind of quality you can come to expect from us at Tar-Koldor Games!

THE REVIEW:

The Shadow of the Dog Lord Role Playing Game Player's Guidebook is 132 pages long, and printed in full colour, although there is only colour pictures in the Classes chapter and a few others scattered throughout. The Guidebook is spiral bound, so it can lie flat with ease, and can be folded over so players only have one page visible at a time if they wish for compatibility. The covers are also laminated, so that nasty soda pop spills don't ruin the front cover of the book (we've had several mishaps with GW codex book when something gets spilled on them...!)

Races:

Shaman Kings of the Fox Empire are a prime example. They gain the following bonuses and penalties:
- 3/day for Dodge, Hide, Sleight, Crafty, Escape artist, and Bluff rolls
- A +2 for all Diplomacy and Sociable rolls (given the general knack for mess of house serving the Dog Lord, most of the "civilized" world seems foolish and would prefer not to keep company with such brutish beings)
- Automatic Languages: Common and Fox
- Favorable Clause: Rogues. A fox's cunning and tricky nature makes most from others

Coyotes:

Holding honor and pride higher than most of their fellow predators, coyotes are held in high regard with the War Council of the Wolf lands and held in the amity of all for those who serve the maegh forces of darkness. Proudly displaying their Lord's heraldry on their backs, the coyote warlords are ready to stand and fight against the tyranny that forms the Dog Lord's shadow.

Personality:

Coyotes hold friendships in extremely high regard. All friendships made with coyotes are honored whenever possible, whether it is to the coyote holding the door for his friend or gallantly sacrificing his life to save his brother.

Coyotes are polite to every sand they meet. They open all conversations with a bow, even if that conversation takes place with an enemy. Coyotes have a natural elegance in their voice; their words are more flowing than a dog's are.

Physical Description:

Coyotes are the shortest of all the Canid races, standing at about four feet tall on average. Coyotes also sport the longest muzzles and ears when compared to the rest of the Canid races, their snout being exceptionally pointed. A coyote's tail is bushy, although not quite as extreme as a fox's.

Coyotes usually have tan fur, with patches of white, grizzle and black mixed into it. Coyotes usually wear their hair in portrait and epaulets to prevent their hair from getting into their eyes and hinder their reach.

The items of Coyote armor always consists of a hair-length robe tied...
There are five races you can choose from in the Shadow of the Dog Lord Role Playing Game: dog, wolf, fox, coyote, and jackal. Dogs are the friendly ones, wolves are the fierce ones who love battle, foxes are the sneaky ones, coyotes are the Oriental inspired ones, and jackals are the Egyptian inspired ones. Each race has their own taboos and quirks, requiring massive cooperation among the players to get them played right in a game (and...dare I mention it...CHARACTER DEVELOPMENT!!!!!!!...sorry, we have problems with that in our gaming group...and with cooperation...).

Classes:

In addition to magic, you can also Special Rule the Spellcraft skill. To do this, roll 1d20. If the roll is greater than or equal to your character's Intelligence, then the spell is successful. Alternatively, you could take a Special Rule and forget the spell automatically.

In addition to magic and improving it, Spellcraft can be used to identify and learn new spells along your journey. Follow the steps below as an example of how you can use Spellcraft to identify magic and its effects:

1. Identify a spell that is already in place (you must be able to see the effects or hear the verbal incantation, so learn a spell from a spellbook or a wizard or sorcerer who has this skill, or from a trained player from a borrowed spellbook) (only once per day).
2. To identify what kind of magic a certain spell is.
3. To identify a spell that is already in place (you must be able to see the effects of the spell).
4. To identify what kind of magic a certain spell is.
5. To identify a spell that is already in place (you must be able to see the effects of the spell).

A Spellcaster who specializes in certain spells such as fire, water, healing, or death gains an additional +2 to their skill pool if they have the spell to begin with.

Finally, the weapons and equipment again are simpler in the Shadow of the Dog Lord Role Playing Game than in other RPGs. The currency is based on the metric system, giving an easy exchange rate that the players can memorize with ease. The weapons all also add more dice to your Swordsmanship and Archery rolls, which gives you a better chance of hitting the enemy with a better weapon, although...
giving another risk of missing altogether. The armour also increases your Defence score, obviously making it harder to be injured in a fight.

**Combat:**

Combat in the *Shadow of the Dog Lord Role Playing Game* to say the least is unimportant. Although the story takes place during the War of the Dog Lord, combat only fills up three pages of the book, with pictures added. You now are probably asking "Why Wolfy, why? I wanted to kick some doggy #@$#%!" Well, the combat system 1.) is incredibly easy to follow, and you will probably have it memorized by the end of the first fight and 2.) just isn't as important as CHARACTER DEVELOPMENT!!!

- Cold Weather Quilt. Consists of a warm coat, inner skirt, thick pants or skirt, and a heavy, full-lined cloak.
- Explorer’s Kit. Adds +2 to all Explorer skills.
- Explorer’s Quilt. Consists of heavy broadcloth or a skirt, a belt, a coat (perhaps with a vest or a jacket) and a cloak. The clothes have plenty of pockets. Also included are a sword and a wide brimmed hat.
- Guile. This three-masted ship requires a crew of at least ten and has about eighty cannons (two on each side). The cannon shoot exactly like a field cannon; see Clause, page 30. It moves at about 6 miles an hour or so, and about 35 when sailing with the wind. It can carry up to 200 tons of cargo. For an additional 500 gp, it can be equipped with a ram and castle only firing platforms fore, aft, and amidships.
- Hunter’s Kit. Adds +2 to all skill rolls.
- Luck. Locket with large keys. Success Key required for each lock type is as follows (either Lockpick or Lyrma Skills): 1. Single (1 Success/5 Successes); 2. Double (3 Successes); 3. Triple (1 Success); 4. Quadruple (5 Successes); or anything (10 Successes).
- Munitions. Locket with large keys.
- Musical Instrument. Adds +2 to all skill rolls.
- Ranger’s Quilt. Consists of a long-broadcloth, fur-lined skirt, waistcoat, and coat, or a belt (to hold pistols, compass, and cutlass), and a tricorne hat.

My biggest regret about RPGing and play-testing this game is that too much time was wasted fighting than making your characters more human...relatively speaking. Likewise, the Spells and Magic are also incredibly simpler than D&D and other games, and only having small six word phrases telling you what the spells can do, for several reasons, 1.) It draws too much away from the drama of the story, and 2.) I believe that magic is a fluid and ever changing thing and cannot be described by a definition. It is up to the GM to decide what is too much for a certain spell and what isn’t.

Well, that’s pretty much it. The new expansions are being written now as we speak, and another game is being created under the shadows of our company...*Lunar Wars*; a dark and foreboding game with Men, Elves, Dwarves, and the Koldari (werewolves) all fighting to stay alive against a dark malice! We are really excited over here at all of the cool ideas that are pouring into our little studio (actually the corner of a dining room where the computer and sketchbooks are...), but there definitely is something evil lurking about here...oh wait, it’s just the cat.

Thanks for reading this review and sneak peek. Hopefully you liked it, and if any of you are talented in HTML and web design, Tar-Koldor Games is in need of a website, so if you’d like to help build it, please ask! You can visit our current website here at [http://www.freewebs.com/tarkoldorgames](http://www.freewebs.com/tarkoldorgames).

Or, if you’d like to help contribute rules, please visit out development forums at [http://sotdl.proboards84.com](http://sotdl.proboards84.com). Thanks a bunch! Cheers!

Wolfy
Strategy Battle Game News

The Return of the King and Gondor in Flames

Compiled by Aratheking

It seems a blessing when the Lord of the Rings Strategy Battle Game gets two supplements in a month. And that is what Games-Workshop bestowed upon us in August, two new supplements out to quench even the most impatient player’s thirst. The Return of the King, the third and final Journey book, offers several scenarios and a handful of new miniatures, supplemented by Gondor in Flames, which offers many figures, including troops from the fiefdoms.

With 20 scenarios spread between the two books there is a lot to keep a player busy, 6 in Gondor in Flames and 14 in the Return of the King, following in the scenario and terrain rich vein of the previous army books.

The scenarios in the Return of the King follow the events of the book, as Frodo and Sam battle to Mount Doom, and Minas Tirith stands firm against the hordes of Mordor. It depicts the heroes of the Free Peoples riding out, giving their lives to give Frodo Baggins time to cast the Ring of Power into the fiery chamber from whence it came. Gondor in Flames, on the other hand, has scenarios from all over the history of Gondor, from the Battle of Gladden Fields to defining battles in the War of the Ring.

Both supplements offer terrain guides, the Return of the King rich in them, along with details on how to paint the armies of Gondor and their enemies, the Return of the King with over 40 painting guides. Learn how to build Minas Tirith, and transform your battlefield!

In addition, there are rules for the Fiefdoms in Gondor in Flames, as well as the Riders of the Dead, including heroes such as Forlorn the Fat and Angbor the Fearless. In Return of the King, rules can be found for Suladan’s Serpent warriors, and the Woses of Drúadan, who help the host of Theoden to the Pelennor.

However, it is not all good news, as there are no Lord of the Rings releases lined up before the end of the year. However, these supplements should be more than enough to keep you satisfied.
Next Issue

I hope you have enjoyed browsing through the latest issue, and found enough to suit your tastes. If this is the case, then the next issue is waiting for you, and will be out on the first Saturday in December, the 1st. Remember to check the fansite you visit, as news will be posted nearer the date.

Submit Articles

One of the many great things about a fan magazine is that you can submit your own articles to it, to be able to see them in print, formatted and easy to print off, or read them on the web. To submit articles, look for the applicable thread on your fansite or forum, with instructions. It is best if they are written in Microsoft Word or Publisher, or as a Notepad or Rich Text file if not possible. Formatting is not an issue, as the editors will gladly do it for you. The timetables for submitting can be found in various places online.

Subscribe to the Magazine

It is easy to subscribe to the magazine, getting news and information about it, as well as the magazine emailed to you on the day, or the day before, of release. To subscribe, send an email entitled ‘Tengwar Beacon Subscription’ to dibakergro@aol.com.

What to look forward to:

Next issue is set to contain many articles, including:

The Pyre of Denethor Scenario

Fiefdom Warriors Troops and Army Lists

Results and Coverage of the One Ring Awards

A discussion of Naval Wargames in Middle-earth

A guide to making tundra-style bases

And TLA’s PaulF shows us Minas Tirith as our “Guest Terrain Speaker”