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First of all, may I thank you for downloading this file, and I hope it is an interesting and enjoyable read. Please enjoy browsing through the issue.

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The cover image was created by Radagast the White and presented by Grimhelm.

Thanks to all members who entered the One Ring awards, and have had their image displayed in this issue.

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:

The One Ring – www.one-ring.co.uk
The Last Alliance – www.thelastalliance.com
The Palantir – www.thepalantir.org
Cheeseweb – www.setbb.com/cheeseweb

The Magazine is kindly hosted by Freewebs – www.freewebs.com
Welcome!

The editorial is again written by Aratheking, one of the two editors of the Tengwar Beacon, looking over activities in the past three months, and forward to the future.

Welcome to the Tengwar Beacon! This is the second issue of the magazine, created by fans of the Lord of the Rings Strategy Battle Game, from all corners of the Online Community! I hope you find something you enjoy here, and come back to review it, or to contribute articles, both of which would be much appreciated.

An Apology

I must apologise for not actually doing what I should have in the past three months. Instead of writing articles for the magazine, getting involved and consulting with the other editor, Grimhelm, I've been doing far less interesting things, from homework to modding Rome: Total War, neither of which were that vital, to be honest. That being said, I am the only one suffering from this in the long run, I had the prospect of doing three articles in a day, or the magazine would just not get off the ground.

However, my co-leader Grimhelm has been doing all the work I should have been doing. I am used to it for Cheeseweb Monthly, but one of the biggest chores of being an editor is the sheer amount of articles you need to write, if not enough come in. I'm sure Grimhelm may have felt this pressure, yet still he plugged on, writing enough articles to make this magazine a good length. He has also done a lot of the formatting, making it far easier for me to compile the magazine.

It is because of this that I've dropped the title of Head Editor, I found it was pointless, untrue and cocky, to say the least. Grimhelm has done far more organisation for the last two issues, facing the job of dealing with people, whereas all I have to do it face the job of managing Freewebs, making a set of PDFs and receiving the plaudits. I write a mere handful of articles, and we both need the other to keep going. Yes, Cheeseweb Monthly may originally have been my magazine, for which I did the large majority of the work, but this is not Cheeseweb Monthly. This is the Tengwar Beacon, new and improved.

This Issue

But that's enough of me and my personal problems, for now at least. This issue of the Tengwar Beacon offers a lot of material, for any gamer, beginner or hardened veteran.

My pick of the articles would be the Minas Tirith terrain, with PaulF running through the construction of it. It is truly a marvel to look at, and I feel privileged to have such an article in the magazine.
Also, I am happy with the success of the One Ring awards, with many of the winning entries being displayed later in this magazine, for your enjoyment.

There are a large selection of terrain articles in this issue as well, one created at the last minute by Grimhelm, to cover for the lack of articles in the issue. This lack was due to a series of cancellations, which can’t be helped at this time of year.

The regular news articles are also presented, despite the lack of news of the Strategy Battle Game front, the Online Community has been buzzing. Grimhelm compiled a brilliant article on the history of the Last Alliance, the largest Lord of the Rings site out there, which looked like closing. Fortunately, thanks to kind donations, this is not going to happen.

This issue also has two articles on Middle-earth; one looking at the role of ships, and the other at the history of Gondor. Both offer conclusive information, with a lot of time being put into them.

Phoenix also presents one of the few gaming related articles in this issue, looking at the attempt of Denethor, last Ruling Steward of Gondor, to burn him and his son during the Siege of Minas Tirith. A balanced and fun scenario, Phoenix has put a lot of thought into it.

The hobby and me

To be honest, in the past few months I have had little time for the hobby, mainly due to the constraints of schoolwork. Yet, I have still tried to stay in touch with the Online Community, reading posts on the Last Alliance regularly.

I have finally got a display case for my models, which I will use as a reason to actually paint them, something which I don’t do all that often. In fact, I probably have a bigger backlog than painted models.

I am also looking forward to the regional heats of School’s League, the Midland’s ones set to be in March, which I hope my school will still be entering, despite a drop in the number of players. The team I have assembled for the tournament looks to be as strong as ever, I just hope they come through on the day, and the armies we play aren’t too cheesy.

I’m saddened by the near-total loss of Cheeseweb, however I believe the damage can be undone, with a lot of time and effort. This seems to be affecting the entire Lord of the Rings Community, but I hope it can endure.

Anyway, I am looking forward to the release of further Lord of the Rings models in the next three months, before a new issue!

Aratheking, Editor
The Lord of the Rings Strategy Battle Game

The Community has been marked by three or four events in the period since the release of the last edition of the Tengwar Beacon. The first is the One Ring Awards, which are covered in detail in their own specific article. Also on The One Ring was the discussion of whether the site should be “diversified” to include other games systems, although there is an 80%+ agreement that it should remain a “Special Interest Group” with LotR as its centrepiece. Among others, Clarkmonster’s argument to maintain the site’s current position was reasoned as follows:

“...this site should let Middle-earth be its defining element... The SBG should be our centerpiece... For the few years that I’ve been coming here, there has been a constant warding against the influence of other art styles and rule similarities into the LotR SBG. I fear the addition of other game systems would dilute the site and could easily weaken that barrier. ‘Warhammer-creep’ both in miniatures and house rules could become a larger problem than it already is. I believe in doing one thing very well, instead of many things so-so.”

Valpas of The One Ring supported the idea of the site as a “little giant” focused on a single game among the many miniature wargames, rather than diversifying and becoming nothing more than “a large dwarf”. The question of the LotR Online Community’s identity is particularly pertinent at this time: November was the anniversary of the closure of the official GW forum. In November 2005, this had 2700 posts per day; by November 2006, this had increased to 3000 posts, with a growing count of well over 300000 registered users. (The front page of the site on 14th November – the day before its closure – is pictured right).

The parallel did not go unnoticed when this was very nearly repeated by The Last Alliance. In early November of this year, the announcement of a possible closure due to costs sent members of all the LotR SBG sites into disarray. Fortunately, within a few days Mithaearon announced that “the next three hosting bills have been paid for by everyone’s kind donations,” and PaulF commented that it had not been fully realised “just how much support was out there for the site.”

With all of this, it is now appropriate to move onto:

A Brief History of The Last Alliance

There has been a fan-based online community for The Lord of the Rings SBG almost since the game’s release, with the two oldest sites dating back to 2002. Although The Last Alliance website officially went live on 1st February 2003 (the year following The One Ring’s founding), “the history of it dates back a year before.”
There is a plan for the next issue of the Tengwar Beacon to feature a “Last Alliance Showcase”, in honour of the website’s success. This is to be a themed showcase of dioramas and painted armies from the Wars of the Last Alliance (Second Age) – more information will be given in the threads discussing the magazine on the various sites.

Mithaeron’s Lord of the Rings Battle Game Site was founded on 19th February 2002, and within the first month this site had sections on painting, scenarios, and rules, as well as galleries and a community section. At this time, the articles and site themes of Weathertop, Bree and the Prancing Pony were evident, drawing on the Fellowship of the Ring edition of the game at the time. More is said of this pre-history elsewhere – and how this later developed into the site that would become The Last Alliance.

The Last Alliance was from its outset a community site which produced its own hobby articles. Articles had been received from its members in its previous incarnation, and hobby competitions with prizes had also been run on Mithaeron’s site, ushering in The Two Towers edition of the Games Workshop rules. In June 2003, the site was apparently covered by the Irish radio station 2FM. Between 2002 and 2004, Games Workshop itself reported on the activity of the community, in issues 282 and 300 of the magazine White Dwarf, referring to the article library as having a “huge wealth of material”. The majority of these articles were of a higher standard than the articles released at present on the official Games Workshop site.

The site’s importance to the wider Games Workshop Online Community grew following the closure of the official Games Workshop forum in November 2006. At this time, the website was estimated to have over 1000 articles for its 10100 members, ranging from basic painting guides to step-by-step terrain articles. Although PaulF notes there are “quite a few articles on TLA that I don’t think would pass muster today”, it has been recognised elsewhere that “some are genuine classics and should be preserved for future generations”.

Still, one of the things the TLA moderators were doing was reviewing some of older articles to identify those that needed deleting. But at the same time, the site was expanding in other areas, such as competitions and two online campaigns. The site currently has over 5400 members.

Lorderkenbrand of The One Ring declared: “Their archive seems to cover almost all of the potential articles that could be made.” It should be noted that this is merely a restatement of the phrase, “Everything that can be invented has been invented.” TLA has been revamped before, and there is still plenty of room for reform. The site’s look already looks improved, and with Mithaeron’s plans of “exciting changes ahead” for the Article Submission process, it is clear that TLA will continue to improve in the future.

Onyx’s rendition of Helm’s Deep (2007) – TLA’s “definitive article on the subject,” yet still one of several articles on the Hornburg.
One Ring Awards
- October 2007 Showcase -

“A massive THANK YOU to everyone who entered, especially those in the Beginners category. After a shy start the number of entries at the end of the competition was amazing - probably more than we’ve ever had before. Congratulations to the winners - this was a tough field with some of the best entries I’ve ever seen, so well done to you all.” – Dagorlad, Administrator

The results of the One Ring Awards came in on 1st November. The winning entry in the Beginners category - “The Beacon is Ready”, by member Radagast the White – is displayed on the cover of this issue:

“First of all thanks to the OR community and TLA’s wonderful articles – both have been great inspirations and helpers. I am very glad that people like it. I hope that soon I will be able to set aside some time on a cliff making article, and in theory, inspire someone else. Apart from my congratulations to all who entered, that’s all I have to say!” – Radagast the White

The second and third place entries in that same category were from Beowulf03809, earning him commendation in the Committee’s Choice Award; and it is from here that I leave my commentary to the entrants’ own thoughts on their pieces:

“I think the OR competitions are a great way to challenge members in a fun and engaging way. Between the skill displayed here and by some of my fellow local players I am constantly surrounded by inspiration. I was VERY honoured by the results and some of the comments I have received, and at the same time very humbled when I look at many of the other pieces in the awards.

“I try my best to paint all my pieces with a ‘lived in’ look. It’s important to me that when I look at my models on the table that they look as close to how a real figure would look at that same scaled distance. This is not only in regard to my choices of detail level but also selection of colours and textures. The Wood Elf Sentinel model has been one of my favourite to paint because it offers a lot of detail on the model but also some room for creative flair (like the stylized leaves on the armour).
“For my Uruk Hai Scout Captain I wanted a model to look tough and aggressive enough to lead my Scout hordes and wanted to give a try to some basic conversion techniques at the same time. A little drilling and a donor sword was easily added. The shields were initially attempted by making a Green Stuff mould from another Uruk but after a few failed attempts I found cutting them from some thin sheet styrene and then using GS to shape some straps on the arms worked very well. The result was a model that looks at home with the fast moving Scouts but stands out as a deadly enemy on the field.” – Beowulf03809

Best Terrain Piece or Diorama: “In the deep places of the world” – Jaberwocky.

“I think the most important thing for me with the piece was to build something which would get across the massive size of ‘Dwarrowdelf’ – something that would dwarf the figures and offer plenty of space for some extensive battles. Of course I’ve taken the designs of the pillars directly from the first Lord of the Rings film and tried to reproduce them as accurately as possible. I think normally I would have built them with polystyrene, but I had lots of Daler Board (for mounting pictures) lying around and decided to use that instead. One of the most time-consuming parts was building the hexagonal pattern on the floor, again cut from Daler Board. What I enjoyed most was creating a feeling of age and ruin which involved smashing things up and spreading bits of stone, foam, sand, card, and what ever else came to hand over the board. It so easy to do, and yet so effective as detail.

I found it quite difficult to photograph the piece in order to put together the one picture which I could enter for the competition. It just isn’t possible to convey the scale and the details at the same time. However, I suppose something must have come across and of course, I’m pretty chuffed to have been voted for.

I’m hoping to write an article on building ‘In the deep places of the world’ in the not too distant future, which I hope The One Ring site will accept. – Jaberwocky
2nd place Best Diorama: “The Fall of the Witch King” – Lords of glamorgarth
This special pick is particularly notable, as it also earned a second place in the Committee’s Choice Award, and was described as a great example “of the high level of skill that are possible in the hobby.” Additionally, it won first place in the Last Alliance’s Expert Painting Competition in October.

Best Painted Miniature: “The Necromancer of Dol Guldur” – awcho
**Best Sculpting / Conversion Piece: “Fangorn’s Fury” – Natarn Ulka**

“I was inspired when I read ukfreddybear’s article on how to sculpt an Ent earlier this year. The competition prompted me to get on with it, so I dropped all other projects and out came the green stuff. This was my first sculpting project using green stuff. I’d used it for conversions but never for a whole project. I found it odd to work with but soon got the hang of pushing it around with my favourite sculpting tool.

“Fangorn’s Fury” took about two weeks to make, working nearly every evening. Most of the project flowed but I had to change the face. Originally the eyes were higher and looked wrong, so I brought them lower and sculpted them instead of using beads.

“I’m extremely chuffed that I won, of course. It was a very tight competition with lots of strong entries.” – Natarn Ulka

Ukfreddybear’s article can be found on the One Ring, where it is rated “9.95/10”: [http://www.one-ring.co.uk/phpBB2/kb.php?mode=article&k=460](http://www.one-ring.co.uk/phpBB2/kb.php?mode=article&k=460)

Natarn shows the progress of his own piece at: [http://www.one-ring.co.uk/phpBB2/viewtopic.php?t=11355](http://www.one-ring.co.uk/phpBB2/viewtopic.php?t=11355)
Master Craftsman Category

“Perhaps now is the time to admit that a day and a half before the competition closed, I did not have an entry for this category. For a long time I had no idea what the category title even meant. After seeing Grimhelm’s entry and finding a clearer description, I thought that I might have a go but all my ideas seemed impractical time-wise.

“Then, a couple of days before, it dawned on me: build a siege workshop. A few years ago I scratch-built eight Mordor siege bows and two catapults. Each of these took ages to make, and adding the metalwork detail (milliput) to the siege bows was particularly fiddly. So, Middle Earth had certainly produced – now all I needed was the workshop. This must be the fastest terrain project I’ve ever made! Tuesday afternoon, out came a large sheet of card and a tin of spray foam to create the shape of the terrain. On Wednesday I carved the foam, making paths and caves, glued and sanded the whole thing, and sprayed it black. Then the paints came out for a swift bit of over brushing and detail. The paint was barely dry when a detachment of orcs and trolls started wheeling in their instruments of destruction!

“How do I feel about winning this category? Very pleased because of all the work I put into constructing the siege weapons.” – Natarn Ulka
Minas Tirith was truly one of the most spectacular cities recreated by Peter Jackson and his team, for the Lord of the Rings films. The sheer size of this, one of Middle Earth’s greatest cities, makes it a daunting task for a terrain maker such as me. Thankfully it doesn’t have all the intricate detailing of Elvish cities such as Rivendell, so, while daunting, it is not beyond my skill level.

How did it begin? Most terrain makers will start with a plan, and the skillful ones will make scale drawings. I don’t work that way. My process is much more organic. I start with a focal point and build out, making plans and adjustments as I go. While I may make a few sketches here and there, I certainly don’t have a full plan and I don’t draw anything to scale. Most of my planning is done on the fly, so to speak. In the case of Minas Tirith it all began with the front gates.
I thought that trying to build detailed representations of the gates, as shown in the movie, would be fun and challenging. I used models of the Kings of Men from GW for the centre of the gates, and then used these to determine scale. I tried to build the front gates to as closely resemble the movie images as I could. I wish I had the ability to sculpt, in which case they would have been even more detailed. These gates then determined the size of the entrance and the scale of the walls. I want to point out here that building terrain that recreates images from the films is an exercise in compromise. That is realism versus playability. If building a diorama, realism is the only concern. Gaming pieces however, are all about a balance. How much realism do we loose in order to keep the piece playable? For example, you can’t really have long lengths of stairways without taking into account movement. For walkways you need to decide if you want them to be two models wide or have enough room for larger models. This is one of the reasons I use models to determine scale rather than mathematical equations, (which make my head hurt). One of the compromises I made was with the towers on either side of the gates. They should be much higher, but I wanted models to actually move up and down the towers which meant stairs. If I built the towers any taller I couldn’t have built useable stairs. Anyway, the gates and the walls then determined the scale of the forecourt.

The next piece I built was the back wall. Again this should be higher, probably as much as 3 times higher, if I was building to proper scale, but then it would have been a huge problem as far as storage. The rocky outcrop is just 4 pieces of insulation foam glued together and cut to the right shape. This will eventually be covered in polyfiller and carved and textured.
The buildings were somewhat problematic. While there are many images of Minas Tirith floating about on the net, they don’t show every building in the forecourt. There are pretty good pictures of the bell tower and one or two others, but most buildings are only partially seen, and the whole right hand side of the forecourt is never seen in either the movie or any stills. Those building that were not shown I either made up, (of course trying to be true to the architecture of Minas Tirith), or I took buildings that I had images of and just put them into the forecourt even though they may have been from other parts of the city. An example of this is the Merchant House. There are many images of this building; however it isn’t part of the forecourt.

In order to keep the architecture consistent I used bits and pieces from buildings I did have images of; a doorway from one, windows from another, etc.
I am not going to go into how each building was made since this project is nowhere near complete, that will be for another day, but I hope this article has given some insight into this project, and maybe the pictures will inspire someone to give it a try.
Discussing Middle-earth: Shipbuilding
By Grimhelm of Snowbourn

This is a discussion of styles of shipbuilding for The Lord of the Rings Strategy Battle Game, focusing in particular on the Elves, Numenoreans and Arnorians. Two links to the hobby side of naval wargaming is given at the end of this article.

Elven craft before the Third Age
With the ships of Middle-earth, there is no place more appropriate to start than with the Elves. The Elves were the first to build ships as they sailed into the West to Valinor during the Years of the Trees. The Elves most famed in sea-lore were the Teleri, who were taught “the craft of ship-building” by the Maia Osse. They remained faithful to the Valar during to the War of the Jewels, and when the Noldor tried to steal Telerin ships from the Port of Alqualonde, a Kinslaying ensued in which many Teleri were killed and their ships wrecked in the ocean waves:

“...a bitter fight was fought upon the ships, and about the lamplit quays and piers of the Haven, and even upon the great arch of its gate... The Noldor drew away their white ships and manned their oars as best they might, and rowed them north along the coast... the sea rose in wrath against the slayers, so that many of the ships were wrecked and those in them drowned.”

Artists’ impressions of these Elven ships show swift, graceful longships and knarrs, and this is most suited to terrain-builders for the game.

Of Numenor
In later ages, the Elves taught the Numenoreans to build the first ships of Men, and their techniques produced ships that shared similarities with the Elven craft: “...there were shipwrights among them who had been instructed by the Eldar; and by their own study and devices they improved their art until their dared to sail ever further into the deep waters.” (*Unfinished Tales*, Part Two, Chapter I) All artists’ impressions of Numenorean ships portray them as similar to Viking longships. The image of Ar-Pharazon arriving on the shores of Valinor in a fleet of longships is indeed a convincing one; more so when it is taken into account that Tolkien was influenced by Norse mythologies.

Under Tar-Aldarion (883–1075 Second Age), sixth King of Numenor; “the ships of the Numenoreans became ever larger and of greater draught, until they could make far voyages, carrying many men and great cargoes.” (*Unfinished Tales*, Part Two, Chapter II) This shows the use of knarrs – the heavy cargo ships used by merchants and settlers, and famed for ocean crossings. There were also some unique incidents during Aldarion’s reign of larger and more novel craft: seafaring was organised by the “Guild of Venturers”, whose guildhouse was the *Eänilbar*, a large ship which would at times sail “from haven to haven of Numenor”; the *Hirilondë* was Aldarion’s mightiest vessel, which was called “The Wooden Whale” due to its size.
The saws and hammers were busy... a great ribbed hull took shape." (Unfinished Tales)
Above is the article author’s own depiction of a deep-draught cargo vessel being built in the Numenorean ship-yard of Lond Daer Enedh. It came second in the OR Awards Master-Craftsman category. A guide to making the tents and pavilion can be found in the last issue.

The Hirilondë was described as being “like a castle”, which may suggest that it had a fore and aftcastle, unlike other Numenorean vessels. The first permanent Numenorean settlement in Middle-earth was Vinyalondë, or “Lond Daer Enedh”, where the Aldarion’s Guild of Venturers harvested timber for the Numenorean ship-building industry:

“...Aldarion had a great hunger for timber, desiring to make Numenor into a great naval power... For long years these lands were their chief source of timber, not only for their ship-yards at Lond Daer and elsewhere, but also for Numenor itself. Shiploads innumerable passed west over the sea.”
- Unfinished Tales, Part Two, Appendix D

The Numenoreans bore axes for felling timber, which they floated down the waterways to the havens. Aldarion was a far-seeing King, who “planted great woods to furnish timber for the ship-yards.” In spite of Numenor’s growing population, and the great fleet he constructed, there were more trees in Numenor at the end of his reign than under his father’s. In doing so, he laid the foundation for Tar-Minastir’s first victory against Sauron.

However, attacks from the Dunlendings and Sauron burned the forests, and the ship-yard was starved as Enedwaith’s resources were depleted. With the shipwrights unable to continue, power shifted to the south, and by the time the Kingdom of Arnor was founded by Elendil, the port was allowed fall into ruin.

The Realms in Exile

When the Faithful arrived in Middle-earth after the Downfall of Numenor, they brought their ships with them. During the Wars of the Last Alliance in the Second Age, these swift and shallow ships could be used to ferry Warriors along rivers or the coasts of the two Numenorean Realms in Exile: Gondor and Arnor. "Lond Daer Enedh" was at the mouth of the River Gwathló, and its name meant “Great Middle Haven”, referring to it being between the great ports of Pelargir and Lindon. The fastest route between them was to travel by sea to Lond Daer, sail up the estuary to the bridge inland at Tharbad, and thence take the North-South Road.
Although descended from the mighty mariners of Numenor, the Kingdom of Arnor had no need of great naval fleets during the Third Age as it had no enemies at sea. Indeed, its enemies in Angamar make it likely that Arnor would have focused on its armies on land and neglected its fleet for some time. The Civil War that split the North Kingdom apart into three separate realms in 861 Third Age would have weakened it even more, and as such, Arnor’s ships would not have advanced significantly beyond those that the Numenoreans used at Arnor’s height during the Wars of the Last Alliance.

“A considerable garrison of soldiers, mariners and engineers” was maintained at Tharbad even into the 17th century of the Third Age, but this was due to the North-South Road between Gondor and Arnor rather than a naval importance. While ships were retained for the purpose of communication, they increasingly had to be borrowed from the Elves of the Gray Havens. When the last King of Arthedain, descended from the rulers of Arnor, fled to Forodwaith, it was Cirdan who sent a ship to rescue him in 1975 Third Age. However, the ship was wrecked in the icy waters of the Bay of Forochel, and with it was lost the Palantir.

Shortly afterwards the armies of Earnur of Gondor came by ship and destroyed Angmar, but the ruins of Tharbad and Lond Daer were treacherous and unsafe by the time Boromir passed through at the end of the Third Age. Arnor itself would not be restored until Aragorn reunited it with Gondor in the Fourth Age.

**Conclusion**

In summary, the Elves and Numenoreans used longships and knarrs, which had both sails and oars. The longships were useful as fast warships for skirting the coasts of Middle-earth and entering shallow rivers, while the deep hulled knarrs were the perfect merchant and supply ships at making sea crossings with heavy cargo. Numenor used both to give it a powerful naval fleet and later to establish the Realms in Exile. Arnor had similar ships even into the Third Age, although its fleet declined and was only a shadow of its heritage. Only in Umbar and Gondor would the seafaring craft advance.

For more on the ships of Middle-earth, and information on the rules for playing naval wargames in The Lord of the Rings game, visit “The Ports of Pelargir” – the online community’s definitive reference site for ships in LotR SfG:


The longship pictured right was made by Revolutionary as an early Gondorian ship. His article on making these Numenorean longships is on his own site, in which he discusses his own reasons for choosing this type of vessel. It can be found at:

[http://www.blackbirdmedia.org/minatures/?view=articles&which=longBoat](http://www.blackbirdmedia.org/minatures/?view=articles&which=longBoat)
Gondor’s Age of Kings

By Southdunedain

Gondor’s long history has provided inspiration for many a bard: feats of glory in war, cowardice in defeat, great loyalty and Worm-like betrayal. Although many stories have been lost, still more survive, transferred to paper and stored in Minas Tirith’s dusty vaults...

Gondor’s Birth

In the year 3320 of the Second Age, with a handful of followers, Elendil, Isildur and Anarion escaped from the doomed Numenor, becoming separated as they sailed east. The ships of Isildur and Anarion nosed cautiously up the River Anduin, to find that they had been preceded: faithful Numenoreans, sailing up the river, had founded the majestic city of Osgiliath, straddling the wide waters at the point nearest the foothills on either bank. Reinforced, the Numenoreans set about with renewed vigour to build great cities, monuments of architecture, upon either hand: Minas Ithil, Isildur’s ‘Tower of the Rising Moon’, to the east; and Minas Anor, Anarion’s ‘Tower of the Rising Sun’, to the west. Together, with their thrones in Osgiliath, they ruled the ‘Realm in Exile’, keeping in contact with their father in the north through Palantiri set in Minas Ithil and Minas Anor, Osgiliath and Orthanc. Additionally, in Minas Ithil, Isildur planted a seedling of the White Tree, memorial to the Eldar.

However, storms were brewing in Mordor as Sauron returned to his ancient halls and forged the One Ring. From the east and south he gathered his strength, and issuing forth in 3429, easily took Minas Ithil, though was held at bay by Anarion in Osgiliath. Isildur, escaping to the north with his family and a seedling of the Tree, called for aid. Together, Elendil and Gil-Galad gathered a host of Men and Elves, and in the Last Alliance, marched on Mordor. Falling upon the Evil hordes in the valley of Dagorlad, they had victory: yet the stronghold of Barad-Dur was still unconquered. Seven long years it was besieged, with Anarion and countless others perishing. At length, in 3441, the Tower was under such threat that Sauron himself came forth. Gil-Galad and Elendil were slain, but Isildur, taking up the shards of Narsil, cut the Ring from Sauron’s finger, dispelling his spirit. This was the day the blood of men flowed through Isidur’s veins, for the Ring remained intact.

Returning to Minas Anor, Isildur planted the seedling of the Tree in memory of Anarion, then marched north to take his father’s throne of Arnor. Surprised by Orcs, Isildur was betrayed by the Ring, and his three eldest sons slain. But though the Ring was lost, his youngest son survived...
The Ship Kings

Gondor, still buoyed by the blood of Numenor, prospered for many a year; new lands were conquered, strong bastions thrown up. I was under Terannon, the twelfth king, that the Gondorians rediscovered their affinity for the sea, and their strong ships conquered the coasts. Following Terranon, the ‘Lord of Coasts’, came Earnil I, who laid siege by both land and sea to Umbar, the stronghold of renegade Numenoreans. Falling in 933 of the Third Age, it became a symbol of the Realm’s might, a mighty fortress. Earnil, however, disappeared at sea in 936, and the Haradrim seized upon the chance to take the citadel of Umbar, which after years of battle, they did, slaying Ciryandil, Earnil’s heir. Ciryaher, the next king, eventually (1050) retook the port with attacks from both land and sea, and forced the Haradrim to acknowledge his overlordship. Taking the name of Hyarmendacil, or ‘South-victor’, he reigned for 134 years, under which Gondor reached the peak of its powers: north to Mirkwood, east to the sea of Rhun, south to Umbar, and west to the Greyflood. With Harad acknowledging Gondor’s sovereignty, even Mordor was empty, guarded by fortresses. But, after Hyarmendacil’s peaceful passing, his luxury loving descendants allowed the realm to decline...

The Kin Strife

Under Minalcar a crisis was born that threatened to tear the realm apart. In 7248, Minalcar crushed invading Easterlings, and taking the name Romendacil, turned his attention to the north, building the Argonath as a frontier over which no stranger may pass. Desiring stronger bonds with Vidugavia, the most powerful North Chieftain (the unreliable allies of Gondor, native to Middle-Earth, but related by matrimony to the Dunedain), Romendacil sent his son as an emissary. Valacar, going beyond his father’s wishes, married Vidugavia’s daughter, and they bore a son, Eldacar, who, when Valacar faded, was shunned by Gondor as of diluted blood. The descendants of the kings fought him in the War of Kin Strife, as a result of which Osgiliath’s great dome and the city’s Palantir were lost to the hungry waters in 1437. Eldacar fled, but his replacement, Castamir, was hated: A captain of ships, supported by the peoples of Pelargir and Umbar, he was cruel and arrogant: Osgiliath was put to the sword for supporting Eldacar and the throne was moved to Pelargir, breeding animosity in Minas Anor and Ithilien. After a decade Eldacar led an army of Dunedain and Northmen into Gondor, with those peoples in the north of the realm flocking to his banner. At the great Battle of Lebennin Eldacar slew Castamir, but despite taking Pelargir, had not the ships to take Umbar; thus, it became a haven for Gondor’s enemies until the days of Elessar.

The Wainriders

In 1851 the Wainriders, a confederacy of chariot- and wagon-riding peoples from the east, threatened Gondor’s borders. Slaying Narmacil II in 1856, they forced the realm’s borders back to the Anduin and Emyn Muil, and distracted attention from the Dark land as the Nazgul returned. Despite the defeat of the Easterlings upon Dagorlad in 1899, and...
fresh alliances with Arnor, both realms came under renewed attacks, Gondor from an alliance of Wainriders, Easterlings and Haradrim. By 1944 the realm was close to crumbling, its Northern Army defeated, its heirs dead. But help was at hand: Earnil, captain of the Southern Army, destroyed the Haradrim rampaging through South Ithilien, and rallying the remnants of the Northern Army, fell upon the Wairiders' camp as they revelled. Setting fire to the Wains, he drove the Riders in rout into the Dead Marshes. Earnil, of royal blood himself, was crowned king.

The Battle of Fornost
Among Earnil’s first deeds was to offer aid to the beleaguered last king of Arnor, Arvedui. In 1973, Earnil sent his son Earnur to the Grey Havens with a small force; though Earnur found Arvedui dead, he allied with Cirdan, the Elven shipwright, against the Witch-king’s minions, who had been besieging Arnor for close on a century. Near Fornost the Gondorian cavalry overthrew the evil creatures, driving the Witch-king himself north. Near Carn Dum Earnur and Glorfindel of Imladris cornered him, but though Earnur’s spirit was strong, his horse’s was less so, and it bore him away, allowing the lord of the Nazgul to flee. After the seizure of Minas Ithil and its Palantir by Evil forces, the renaming of the tower as Minas Morgul, and the depopulation of Ithilien, Earnur became king in 2043. Only then was the Witch-king’s enmity realised, for that year a challenge came forth from the dread city, daring the new king to single combat. After seven years the challenge was repeated, and Earnur, unable to resist the challenge, rode forth from the newly named Minas Tirith, never to be seen by mortal man again. He left no heir; the age of the kings was over, the age of the stewards had begun...

The article is an extract from the Gondor project, a full-length supplement created by members of the Gondor allegiance on www.thepalantir.org. Watch out for the full supplement released early in 2008. If you feel that you can add something to this exciting project, contact the author on northern_dunedain@hotmail.com.

Next issue: The Stewards of Gondor.
Making Ice-bergs

By Grimhelm of Snowbourn

In this article, Grimhelm shows us an easy technique for making ice-bergs – a simple piece of terrain which can be made in numbers quickly for wintery wargames.

“The Noldor came at last far into the north of Arda; and they say the first teeth of the ice that floated in the sea, and knew that they were drawing night to the Helcaraxe. …there were vast fogs and mists of deathly cold, and the sea-streams were filled with clashing hills of ice and the grinding of ice deep-sunken.”

- The Silmarillion, Chapter 29, page 96.

Ice-bergs appear in the northern waters of Middle-earth. The Icebay of Forochel, in which Arvedui perished in a shipwreck, was filled with them. They are a nice aesthetic-addition to battle games set in these waters, and can also be worked in as scenario special rules. Best of all, they are simple to make!

If you have any left over scraps of pink polystyrene, you can use a hot wire cutter to cut it into a rough iceberg shape. Then, you can melt cracks and crevices into the side of the polystyrene – a good trick here is to hold the wire cutter next to where you want to create a crack, and then move it in slowly without touching the polystyrene. The idea here is that the heat of the wire cutter melts the polystyrene in a way that gives the appearance of a more “naturally” melted iceberg.

Next, the iceberg has to be undercoated Skull White. As with all polystyrene, sprays are unsuitable for the job, so you will need a large brush. Make sure there isn’t a pink tinge showing through the coat of paint.
A wash of Ice Blue can be applied to the whole piece. Skull White can be used to reset the colour on the ridges of the iceberg. Finally, you may want to add a snow effect in any hollow areas at the top of the iceberg that aren’t too steep.

When you are working out the shape of your iceberg, it can be helpful to bear in mind that only a ninth of an iceberg is actually above the surface. It is also a good idea to look at photographs of icebergs – and not to be afraid to try unusual shapes!

The picture below shows a ship of the Third Age in the icy waters of the Icebay of Forochel, with a mixed crew of Men and Elves.
The Pyre of Denethor
By Phoenix

Denethor, son of Ecthelion, has lost his mind. As Sauron’s forces besiege the City of Kings, Minas Tirith, he prepares to burn both himself and his youngest son Faramir. As his guard fetch wood and oil, Peregrin Took and his friend Beregond attempt to stop the maddened Steward from taking both his own life, and that of Faramir...

Recommended Participants

The Free Peoples: Peregrin Took, Guard of the Citadel, Beregond of Gondor (not armed with a longbow), Gandalf the White (mounted on Shadowfax) and Faramir, Captain of Gondor.

The Servants of Sauron: Denethor, Steward of Gondor and six Citadel Guard. Four of the Guard are armed with flaming brands – these may be nominated at random by the evil player.

Layout

This scenario is played on a board 18"/42cm by 18"/42cm, representing the catacomb. At the centre of the board is a plinth upon which Faramir lies.

Starting Positions
Peregrin, Gandalf and Beregond begin the game in base contact with the Entrance. They may move and otherwise act as normal. Denethor and Faramir begin the game on top of the plinth. For the positions of the Citadel Guard, refer to the map.

Special Rules
"Set a fire in our flesh!" Denethor has commanded his troupe to set both himself and Faramir alight. During the evil movement phase, all Citadel Guard wielding flaming brands must move towards the plinth at their
maximum move rate, unless charging one of the good heroes, or if they are engaged in combat.

Note that once a Citadel Guard wielding a brand has been engaged, we assume he discards the brand in order to draw his sword. Once a brand is discarded, it cannot be picked up and wielded.

**Citadel Guard.** In this scenario, should a Citadel Guard wish to charge one of the good heroes, they must take a courage test, as if the Good Model caused Terror. If passed, the Guard may proceed to move as normal. If they fail, their minds break and they flee the catacomb, and count as casualties.

Note: the *Bodyguard* rule has no effect in this scenario.

**The Pyre.** In order to set the pyre alight, a Citadel Guard armed with a flaming brand must stay in base contact with the pyre for a whole turn. Note that this guard may not also perform any other actions, such as shooting a ranged weapon or taking part in combat. The pyre cannot be lit unless both Denethor and Faramir are on it.

Once the pyre is alight, any model on top of the plinth suffers a single Wound every turn. A model counts as a casualty once they are reduced to 0 wounds. Note that as he is unconscious, Faramir cannot use Fate points to prevent wounds. As soon as one of the Good Heroes are within 6”/14cm of the plinth on which the pyre is set, Denethor may set the pyre alight himself.

**Rescuing Faramir.** In order to remove a model from the plinth/pyre, a model must test for courage. Should the test be failed, the model moves back 1”/2cm as if they had been defeated in combat. If the test is passed, the model must stay in base contact with the plinth for a whole turn without making any other actions. Once this has occurred, a selected model on the plinth is removed and placed in base contact of the plinth.

**Weary.** The good heroes are tired. Gandalf has fought the Witch-King and battled for hours. He starts the game with 3 Wounds, 1 Might, 4 Will and 1 Fate. His staff is now broken, so he does not receive his free point of Will per turn, although he begins the game with *Terrifying Aura* cast. Beregond and Pippin have fought many Orcs – they both start the scenario with no Fate.

**Ending the Game.** The game is ended if one or more of the following is achieved:

- Denethor is slain – victory for the Free Peoples
- Faramir or Gandalf is slain – victory for the Servants of Sauron
- Faramir is rescued – victory for the Free Peoples

If one of the victory criteria for the Free Peoples occurs in the same turn as a victory criteria for the Servants of Sauron, the game is drawn.
Hello fellow gamers,
I am almost finished with an Erebor/Iron Hills army, and had been wondering on a base design for my brave little bearded warriors. I decided on a cold tundra-style base design. Here's how you go about making a base like mine.

**Materials**
Coarse, rocky sand
Any kind of glue
A base

**Paints**
Scorched Brown
Sunburst Yellow
Shadow Grey
Skull White
Chaos Black (optional, only for painting rocks)

**Step 1.**
First, get your coarse sand, preferably with little rocks in it. I got mine from the beach where I'm staying on vacation (where else would I find the time to type this all up). Then, smear any kind of white glue, like wood glue or Tacky glue, onto the base with something, like a piece of card, or even your finger. Then, dip the base in your sand, and lightly shake off the excess.
Step 2.
Now, take your base and completely paint it with Scorched Brown. Let this sit for a while, until completely dry. Then, paint the finer sections of sand with a 50/50 mixture of Shadow Grey and Sunburst Yellow. Let all this dry COMPLETELY.
Step 3. 
Now, do a heavy drybrush of Skull White on the brown areas, and a bit lighter on the green patches. You only want the brown to be a minor undertone, and not be dominant. Finally, let all this sit until dry.

And there you have it, a frozen tundra-style base. These are great for Northern Armies, like Dwarves of Erebor and the Iron Hills, or Gobbo armies. They are also great for Dunland, Arnor, and even Dale armies.
Lord of Gondolin: Part 1
By Grimhelm of Snowbourn

This is the short (and easy) part one of a guide to converting the heavy Elven Cavalry of Gondolin, following on from the more comprehensive background discussion of Elven cavalry in the last edition of the magazine. The conclusion of this article will appear in the next issue, and will cover painting the miniature.

Tools:
- Modelling Saw
- Pin Vice
- File
- Modelling Putty (Green Stuff)
- Super Glue

Miniatures:
- High Elf with Spear
- Horse of Dol Amroth
- Knight of Minas Tirith

First, you will need a High Elf in a suitable lancing position. The mount is the armoured horse from a Swan Knight of Dol Amroth. This is suitable because the city of Dol Amroth followed noticeably Elvish traditions, and the graceful caparison (the cloth covering on the horse) fits in with the Gondolin theme.

You will also need a Knight of Minas Tirith. Alternatively, a Swan Knight can be used (reducing the number of miniatures required and cutting costs), but I found that the leg plate armour of the Knight of Minas Tirith matched the Elven armour better than the Swan Knight. Cut both the Knight and the Elf in half at the waist using the Modelling saw.

File the surfaces of the two miniatures to make sure they fit together. Drill a hole into both using the Pin Vice, and pin and glue them together. Glue the horse onto its base and glue the completed rider onto it.
Fill in the gaps with Green Stuff, and sculpt on a cloak as shown below:
Radagast the Brown

By A Luna

Introduction

Wizard associated with animals and nature. Radagast was one of the five Wizards sent to Middle-earth in the Third Age. The Wizards were Maiar spirits who took the form of old men. They were selected by the Valar to encourage the peoples of Middle-earth to oppose Sauron. Radagast was a Maia named Aiwendel. He was selected by Yavanna, the Vala of growing things. According to one tale, Yavanna asked Curumo - who became known as Saruman - to take Aiwendel with him to Middle-earth.

In Middle-earth, Radagast made his home at Rhosgobel on the western border of Mirkwood. He was known to Beorn, the skin-changer who lived to the north near the Carrock. Radagast was a master of shapes and changes of hue and he was knowledgeable in the lore of animals and plants. He befriended beasts and especially birds and he was able to communicate with them. Radagast spent most of his time with wildlife and had little time for Elves and Men.

In the summer of 3018, Radagast was contacted by Saruman, the head of the Order of Wizards. Saruman told Radagast to seek Gandalf the Grey and tell him that the Nazgûl were abroad seeking news of the Shire and that if Gandalf wanted aid he should come to Isengard at once. Radagast was an honest Wizard and he did not realize that Saruman was deceiving him and using him to lay a trap for Gandalf.

Radagast found Gandalf at Midsummer on the Greenway near Bree and delivered Saruman's message. Gandalf asked Radagast to tell the birds and beasts to bring any news of the Enemy's plans to Isengard. Radagast rode to Mirkwood and spread the word among his friends. The Great Eagles flew far and wide and gathered news of the Nazgûl and the mustering of Orcs and Wargs and the escape of Gollum from Mirkwood. Then Gwaihir the Windlord went to Isengard where he found Gandalf imprisoned on the pinnacle of Orthanc and helped him escape.
This is all that is known of Radagast’s activities during the War of the Ring. While his affinity with nature was useful to Gandalf, overall it appears that Radagast neglected his mission to assist the peoples of Middle-earth in their struggle against Sauron. It is said that of the five Wizards only Gandalf remained faithful to his task and that he was the only one allowed to return to the Undying Lands. It may be that Radagast remained in Middle-earth among the wild things that he loved for a time, but his ultimate fate is unknown.

http://www.tuckborough.net/otherbeings.html#Wizards

Introduction
The reason why I painted Radagast was because I had to paint a miniature for a painting competition. You could only enter creatures with magic. That’s why I have painted him.

A question you might ask is “why did you paint him red?” – That’s easy, when you paint a miniature the normal way, there’s nothing new about it. At painting competitions you have to paint your miniature in a way that it will attract the judge’s attention.

The other reason why I painted him a different way is because I love alternative colour schemes. You can paint them however you like. When you paint a normal miniature the normal way you can’t much with the colours.

I hope this guide will be useful to you since there has been a lot of hard work put into it.

Please enjoy reading this guide and I wish you good luck in the future, painting your Radagast the right way...

...Red

...That sounds familiar...
Strategy Battle Game News
Compiled by Aratheking

Despite no new releases on the Lord of the Rings front, don’t let that fool you into thinking that there has been no activity. Most of the below pictures are taken from the Last Alliance or the One Ring, offering a preview of what is to come in the near future.

This Harad supplement is expected out in February, with warriors of Far Harad and Corsairs of Umbar.
Next Issue

I hope you have enjoyed browsing this issue. If not, please tell us why, there are many available outlets to comment on. If you have enjoyed it, you can find other issues of the website, at:

http://www.freewebs.com/tengwarbeacon/

The next issue is due to be released on Saturday, 3rd March 2008. Links to it will be freely available from various websites of the Lord of the Rings Online Community.

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What to look forward to:

Next issue is set to contain many articles, including:

Radagast the Brown: How to paint – A Luna

Guard of Gondolin: Part 2 - Grimhelm

Making Simple Hills and Cliffs – Aratheking

And much more! You can easily get involved, the details are above!