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I hope you enjoy this issue of the Tengwar Beacon.

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The cover image was created by Revolutionary.

Thank you to the Last Alliance for use of their Scenario Map Creator, created by Mithaerion. It can be found at www.thelastalliance.com.

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

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

Aratheking

It must be that time of the month again, when I have to write a few pages at the start to fill up the magazine. Well, for once, that isn’t the issue; the magazine is packed with in depth articles.

And I also actually have something to talk about on the gaming front, for me at any rate. Despite deciding not to go to School’s League, due to lack of interest from others, and not actually playing many games, it didn’t stop me buying some models.

OK, so a dozen Knights of Minas Tirith aren’t anything to get too excited about, I’ll admit, but it’s a step in the right direction. As long as painting gets the nod over playing the guitar, they might actually get done. I may be doing them now, as a matter of fact, if I hadn’t forgotten to write the editorial for this quarter. Well, forgotten isn’t really the right word.

This Issue

As I’ve already said, this issue is packed. With me picking up sole editorial control of this issue, due to Grimhelm’s heavy workload, you would think I would take the chance to get it done early, considering I had most of the articles in advance. Not my style. So I do it in the week running up to release, not to mention finishing it on release date.

And, on the matter of release dates, sorry for the confusion. I got it wrong, so this should probably have been released last week. Certainly not Saturday 3rd March 2008, which doesn’t exist. Which is a slight problem, I’ll admit.

This issue contains plenty of articles for any player of the Lord of the Rings Game. There are two takes on building hills, one simpler, written by me, and one for those who have a bit more skill, made by Radagast the White.

Grimhelm continues his Lord of Gondolin article series, as well as continuing to discuss shipbuilding, a finely crafted vessel of an article.

For the Wood Elf player, there is a delightful article on painting them, and not sticking to one style, written by Haldir_Strikes. For the historian, there is an in-depth look at Gondor’s Age of Stewards, a must-read for any Gondor player, written by Southdunedain.

For the gamer, Ragnos has written a scenario for the battle of Dagorlad, finely constructed and tested, including rules for Anarion and Black Numenorians.

A Luna continues his article on Radagast the Red, this time starting to paint it, continued from the previous issue. The gem of the issue is written by Revolutionary, a look at how he built the Prancing Pony, pictured on the front cover, it all its step-by-step glory.

There are over 40 pages worth of material for the reader in this issue, and I hope you enjoy it, and look out for more!
The Prancing Pony
By Revolutionary (aka Neldoreth)

This article will attempt to take you through the building and detailing of the Prancing Pony as seen in the Prancing Pony Gallery on this site. It will start with the basic construction, and go into the more interesting and not-so-obvious details. Hopefully it will be useful and enjoyable! Good luck!

Part 1: Basic Building Construction
The basic structure of the first floor:
1. Measure and cut the floor from MDF
2. Measure and cut the walls from foam core (black foam core preferred)
3. Measure and cut doors and windows into walls
4. Measure and cut walls for inside rooms
5. Glue the walls in place and let it dry

The basic structure of the second floor:
6. Measure the second floor and cut from MDF. Make sure it will fit perfectly over the walls of the first floor.
7. Measure and cut the inside and outside walls for the second floor, including windows and doorways.
8. Glue them all into place and let them dry.
9. Cut a 1cm strip of sturdy thin card to run around the bottom edge of the top floor walls
10. Glue the strip so that it hangs down from the bottom of the second floor by about 0.5cm

11. Make sure that the top floor fits onto the bottom floor with the card glued in place and let dry.

12. This piece will make sure that the top floor doesn't slide off the bottom floor when it is in place.

Now the easy part is over. Building the basic structure of the building is a great way to start because you go from having some un-cut pieces of MDF and foam core to having the structure of a building in a relatively short time. Seeing such rapid progress makes the project fun and easy. One you get to the details though, things start to slow down and this is where many terrain builders lose interest... Me included of course!

**Part 2: Putting timber beams on the walls**

The beams...

1. Cut long strips of thin, sturdy card about 0.5cm in width.
2. Starting with the corners or windows, measure the lengths you need, cut them, and glue them in place one at a time.
3. Repeat ad nausea until finished, but remember, less is more.
4. Again, remember that less is more. The more beams, the longer it will take to make and put them in place, as well as paint the final piece.
1. Take a piece of thin, black card (black so it is easier to undercoat), 3cm wide and as long as it can be. Cut a thin score down the center long-wise and fold in half.

2. Cut the tiles into the folded card. Each cut will cut both sides of the card, so you are doing half the work to make two strips of shingles. Make it ragged, and make sure that you leave about 0.5cm at the top uncut so that the strip remains a strip. This part will be covered by the layer of shingles placed above it.
3. Cut along the line that you scored to separate the two strips of shingles. Blamo – two strips of shingles for the price of one!
4. Glue the shingles in place with liberal amounts of white glue. Start from the bottom of the roof and work up. Cut the edges so that they will fit the roof perfectly. The white glue will add rigidity to the roof as well, making it sturdier. Remember though, that you should put the roof onto the building and weight it down while the glue dries otherwise it may warp and may not longer fit properly once dried.

Part 4: Making the bar and benches

1. Create the structure of the bar using large, squarish pieces of balsa or similar material
2. Round the edges of strips of balsa by running a screw driver or pen shaft along them. This will make the gaps between the boards that run along the top of the bar more obvious once they're are put in place, and make the bar top more convincing.
3. Measure, cut and glue the strips onto the top of the basic structure of the bar.

That was easy! To make benches, repeat the above steps, only make sure the basic structure and overall look is more benchlike in height and shape.
Part 5: Making tables

1. Cut the bases of the tables from MDF. Shave the sharp edges for aesthetics. Copy the tile pattern that you put on the floor of the inn onto the bases.

2. Make the tables using thin, sturdy card. Cut the table top and scratch stripes into it on one side. These scratches will define the board planks and look good when drybrushed. Cut a piece just smaller than the table top for the under side and four strips for legs. Glue the top to the under piece, and then glue the legs in place. White glue is best, but let it dry overnight before going to step three.

3. Glue the table to the base.

4. Paint the table your favourite wood-coloured paint, then drybrush a light brown overtop. Paint the base the same way you painted the floor of the inn. If you want cups, use thin cylinders of plasticard (sheet styrene) cut into cup heights and drill a hole in the middle to resemble cups. Paint the cups either metallic or clay colour.
Part 6: Making beds

1. Cut a bed-sized piece of 1.5cm thick insulation foam. Cut the head and foot boards from thin, sturdy card. Note that I managed to use a single rectangle of thin, sturdy card by cutting it in half with a rounded cut.

2. Glue the head board and foot board to the ends of the bed. Let them dry before proceeding to the next step.

3. From an old t-shirt or piece of fabric cut a rectangle just a bit too big to cover the bed. Put liberal amounts of white glue on the bed and then put the fabric on. Be careful to squish the fabric to fit the bed so that it looks ruffled like any good bed should!

Part 7: Making windows

1. Put some super glue onto a palette. Super glue is the only glue that works well and tends not to fog or discoulour the material we will be using.

2. Dip a very thin piece of card into the glue
3. Spread a very thin layer of the super glue onto some plastic screen door/window material.

4. Glue the screen door/window material to some plastic packaging material. The plastic packaging material should be clear and sturdy enough to hold its straight shape. For aesthetics align the screen material diagonally onto the clear packaging material.

5. Trim the edges of the screen material and the packaging material into the proper size to fit your window holes.

6. Admire your work. For basic windows, you are done, for more complex windows, continue.

7. Cut the window frame piece of your design. Here I am cutting a cross shape.

8. Dip your super glue spreader into the glue again.

9. Spread a very thin layer of super glue onto the window frame piece.

10. Glue the window frame piece onto the window.

11. Trim the window frame to fit the window perfectly.

12. Place the window into its window hole and put a small amount of white glue just around the edges to hold it in place.

Part 8: Making doors

1. Use the piece of foam core you cut from your wall to make the doorway. Trim 2mm from the side and the top so that it will fit in easily.

2. Glue strips of thin card onto the door using white glue running up and down to mimic planks.

3. Glue two strips running side to side to mimic the iron support beams. One should be near the top and one near the bottom.

4. Use a hole punch to make the thin card circle where the door latch will be. Glue this where you want the latch to be.

5. Using a cured thin role of greenstuff, cut a 3mm length.

6. Using the clear plastic tube that came with your paintbrush to protect the bristles, cut a 1.5mm length to make the door latch ring.

7. Use super glue, glue the ring onto the hole-punched door latch and glue the thin piece of greenstuff to the top of the ring.

8. Glue a base onto the door (only if this is NOT going to be a hinged door) using rigid, thin card. This will allow you to open and close doorways without having to hinge them.
Part 9: Mounting the door with a hinge

1. Drill or poke a hole along the edge of the door opposite of the latch. Use a thin paper clip that has been straightened. It doesn't have to be perfectly straight.
2. Drill a hole through the MDF floor where the hole you poked in the door will be when it is put in place. Stick the straightened paperclip into it.
3. Put the door in place, push the paperclip all the way up, through the door, and into the MDF wall above the door. Before you push it all the way in, first put a blob of super glue on the very bottom of the paperclip so that it will stay in place. If the paper clip is so long it comes out of the top of the wall, clip it with your hobby clippers.
4. Swing your door open and closed and admire your work!

That's it. Now you are ready to go out and build yourself a Prancing Pony! Good luck, and most importantly, have fun!
Discussing Middle-earth: Shipbuilding II

By Grimhelm of Snowbourn

This is part two of a discussion of styles of shipbuilding for The Lord of the Rings Strategy Battle Game, this time focusing on the fleets of Gondor. Two links to the hobby side of naval wargaming is given at the end of this article.

Gondor in the Third Age

In the last article in the series, we discussed the ships of the Numenoreans, finishing off with the Realms-in-Exile and Arnor in the Third Age. Gondor, of course, had greater cause to build more powerful ships than the Arnorians, and continued building ships long after the Fall of the North Kingdom.

When the first Númenoreans came to Gondor their ships were restricted to shallow longships and deep-draughted knarrs. The oldest city in Gondor was Pelargir, founded by the Numenoreans in 2350 Second Age. It was where Elendil first set foot on the shores of Middle-earth, on the site of the “Royal Garth of Ships”; and due to its strategic position, it was obvious choice to house the Gondorian fleet.

The Númenoreans had experimented with ships with raised “castles”, but nothing would have forced any drastic changes until they were drawn into a major naval conflict. The first such incident was actually an internal conflict, but the Kinst strife changed the direction of Gondor even into the Fourth Age. Larger and more powerful warships became the foundation of the Gondorian navy. At the mouth of Anduin, at the confluence of the Five Rivers of Lebennin, Pelargir put the fleet as the greatest defence against the southern tides of war. A powerful fleet was needed for the effective protection of every fiefdom in Gondor:

“Look! The Corsairs of Umbar are coming! So Belfalas is taken, and the Ethir, and Lebennin is gone. The Corsairs are upon us! It is the last stroke of doom!”
— The Return of the King, Chapter Six, The Battle of the Pelennor Fields

The Corsairs of Umbar are stopped after attacking a much weakened Pelargir, at the climax of the War of the Ring.

The Corsairs never once got beyond Pelargir, even though between 2758 and 2759 Third Age, three fleets from Umbar and Harad attacked Gondor along the south and western coasts, going as far north as the River Isen in Rohan. For Pelargir to have held out against such an onslaught, its ships must have been at least as advanced as those of the Corsairs. These were described as “great ships” – the Middle English
term for the medieval “carrack”. Historically, carracks were the first proper ocean-going vessels, and also the first designed specifically for use as warships; their stable “castles” (raised platforms at the fore and aft of the ship) would have allowed for use of artillery, such as ballistae.

The Harlond and the White City

The Harlond was the port of Minas Tirith, situated on the River Anduin beside the Fields of the Pelennor, where Aragorn led the Grey Company to relieve the Siege of Minas Tirith. It was 42 Gondorian leagues (126 miles) inland from Pelargir, which shielded it from the wrath of the corsairs. Heavy warships were therefore unnecessary, and sail-driven carracks would have been well-nigh impossible to navigate upstream. Ships of its own would still be needed for transporting soldiers and supplies up and down the River Anduin, but these would have been smaller, lightly armoured, oar-powered cargo ships. The commanding position of Minas Tirith over the wide river could allow the city’s defenders to see the arrival of supply ships at the Harlond, or the dreaded Corsairs of Umbar at the battle that broke through the city’s defences.
Dol Amroth

Dol Amroth’s emblem was a silver swan-prowed ship on a blue background, representing the maritime tradition of the city. Its navy, however, developed under different conditions to that of Pelargir. As shown in the New Line film, Pelargir’s position on the Anduin made it a much more open city, and its true defence always lay in having a powerful fleet of great ships. Dol Amroth, on the other hand, was more heavily fortified, and was protected from the sea by strong sea-walls. Within the city itself was the tall Sea-ward tower of Tirith Aear, as well as the castle of the Princes of Dol Amroth, who ruled Belfalas.

Not being the home of Gondor’s fleet, and having an array of walls that guaranteed its protection from sea raids, the development of ships similar to those of Pelargir was not necessary. This is all the more likely as Dol Amroth drew on Elven traditions, being near the Elven port of Edhellond. Many of the people of Dol Amroth were of Númenorean or Elven descent; they were tall with dark hair and grey eyes and could speak Elvish. According to one story, the first Prince of Dol Amroth was one of the Faithful who left Númenor before it was destroyed and settled in Belfalas. Elendil granted him the title of Prince after Gondor was founded in 3320 Second Age. Another story claims the first Lord of Dol Amroth was Galador (2004-2129 Third Age) – son of a Númenorean and an Elf-maiden. Both accounts suggest that the ships of Dol Amroth were longships, either in the Númenorean style, or in the Elven style. It is likely that these ships took elements from both sides of the city’s heritage.

A possible development, however, is that of the “trade cog” from the Númenorean knarrs. These vessels would have been small merchant ships used between the different fiefdoms, but with some raised platforms on the decks that allowed them to be commandeered by the navy if support was needed in the defence of Dol Amroth. (For a picture of this type of ship, refer to the picture in The Tengwar Beacon Issue 2: p23 “Making Ice-bergs”).

In military significance, Dol Amroth’s walls and fleet were superseded only by its heavy cavalry, but these had little use aboard ships. When selecting the army for Dol Amroth, remember that Games Workshop’s pike-armed Men-at-arms of Dol Amroth would be highly useful for defending the gunwales of ships from boarding.

Conclusion

In summary, the early Gondorians used the knarrs and longships favoured by the Númenoreans, but this changed from the middle of the Third Age. Dol Amroth continued to build longships, as well as knarrs and cogs as trade vessels. The sea-going fleet of Pelargir used carracks or “great ships”, which only had sails. The riverine boats of the Harlond were a variety of light craft that used oars.

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 SBG:

http://www.freewebs.com/portsofpelargir/

Information on building longships is given in the previous article in the Discussing Middle-earth series. The article on building the Pelargir “great ship” shown above can be found on The One Ring at:

http://www.one-ring.co.uk/phpBB2/kb.php?mode=article&k=383
The Battle of Dagorlad
By Ragnos

The Ruling Ring has been made and now Sauron has the power to subjugate Middle-earth. The 9 kings of Men to whom rings were gifted have fallen into darkness and turned into the most feared of his servants: the Nazgûl. But for this Alliance of Men and Elves, the way is clear for the Dark Lord to conquer the world.

Elendil of Númenór and his sons, Isildur and Anárion, are the kings of Gondor and Arnor, and they have joined forces with Gil-Galad, High King of the Noldor Elves, to march into the very fires of Mordor and destroy Sauron.

Both armies have met on what will be known later as Dagorlad, the Battle Plain, and the battle promises to be the turning point in this war...for better or worse.

Description
The Last Alliance of Elves and Men marches forward to meet the armies of Mordor. This battle shall be decisive to the fate of Middle-earth.

Participants

GOOD
Elendil, Isildur, Anárion (See profile under Special Rules), Gil-Galad, Elrond, 1 Elf Captain, 25 Elf Warriors (All with heavy armor, 16 with elvish sword, 8 with elvish bow, 1 with banner), 24 Warriors of Númenór (8 with shield, 8 with spear and shield, 8 with bow), 8 Númenórean Cavalry Auxiliaries (Count as Riders of Rohan) and 5 Rangers of Gondor.

EVIL
The Witch-King of Angmar, 2 Nazgûl, 2 Orc Captains, 1 Black Númenórean Spellcaster (Counts as Mouth of Sauron), 1 Easterling Captain, 49 Orc Warriors (16 with shield, 16 with spear, 8 with bow, 8 with two-handed weapons, 1 with banner), 8 Warg Riders with shield, 16 Easterlings (8 with shield, 8 with spear and shield), 10 Black Númenóreans (See profile under Special Rules) and 15 Great Orcs with shield (Count as Morannon Orcs).

Points Match
This scenario is not very suitable for a points match, since it has no scenario-specific rules it would turn into a generic field battle.

Layout
The scenario is played on a 4.5’ by 4.5’ board (140cm by 140cm). Dagorlad literally means 'Battle Plain', so there shouldn’t be any terrain besides the odd bush or rock.
Starting Positions
The Good side deploys on one of the edges of the board, and can deploy within 12”/28cm from the edge.

The Evil side deploys on the opposite side, and can also only deploy within 12”/28cm.

The Evil side deploys first, and Good starts with Priority.

Objectives
To win, each side must attempt to destroy ¾ of the enemy army. If they can achieve this without breaking they score a Clear Victory. If they complete the objective but their army is broken, a Close Victory is scored.

Special Rules
Kings of Gondor & Arnor. The kings of Gondor and Arnor themselves are present on the battlefield, inspiring their warriors to great feats of valor. Any Warrior of Númenór within a radius of 6”/14cm of Elendil, Isildur or Anárion receive a bonus of +1 to their Courage. This bonus is not cumulative.

Vilya. In this scenario Gil-Galad carries the elven ring Vilya, not Elrond, for he was the original proprietor.

These are the profiles for Anárion and Black Númenóreans:

**Anárion**

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Wargear
Anárion wears ancient heavy armor and wields a sword.

Special Rules
King of Gondor. See above.

**Black Númenórean**

7

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Wargear
Black Númenóreans wear armor and bear a shield and a sword.
Tactics

Good Side:
Unlike most battles, this one takes place on a flat plain, which means that starting formations won’t be broken by the terrain so easily. This makes a good deployment important, and you should take advantage of the fact that you can react to your opponent’s deployment. It is recommended that you form a battle line of Elves and Númenóreans backed up by spearmen, with heroes placed along its extent. Your archers should probably be in a separate formation since they can’t shoot from behind the spearmen and your cavalry would be best used to reinforce the flanks, with 4 horsemen on each side of the battle line you should be all right. Be wary of the enemy’s Nazgûl, they can transfix both warriors and weak-willed heroes, making them much more vulnerable. If you manage to have them combat a powerful hero such as Elendil or Gil-Galad then your chances of destroying them are greatly improved, although during playtesting one of the Wraiths was destroyed by a lowly warrior! If your force is broken, your chain of heroes and their Stand Fast!s should decrease the chances of your army routing, something the cowardly orcs lack.

Evil Side:
You have many warriors and powerful spellcasters at your disposal, so you must use them well. Your main force should be your normal Orcs in one or two big groups accompanied by your 2-handed weapon bearers, and in the flanks you can place your Black Númenóreans, Easterlings, Warg Riders and Great Orcs. Your archers are a bit of a joke, but if placed in an extreme flank they might be able to score some lucky shots. Your fighting heroes are best placed in the middle of their respective formations, but your spellcasters should go in the rear, safe from arrows and dangerous, magic sword-wielding men. If you target weak-willed heroes such as captains of Isildur, you will quickly batter down their will and make them much more vulnerable to Transfixing or even Black Darts. Should your army break, do not rely on your warriors to hold without their hero’s support, so avoid this by striking fast and hard with both steel and magic.
Finally we have made it to the model. Make sure you have primed it with Chaos Black or with a spray on undercoat. I started with his face since I’m not very good at painting faces and if I messed it up, I could change it easily without getting paint on other sections with an unfortunate result.
So, here we go!

**Skin**
On a Chaos Black undercoat, I used Dark Flesh to start the skin with. Make sure the Dark Flesh is everywhere on his face and don’t forget his one hand where he hasn’t got a glove, or his ears and lips.
When the Dark Flesh has dried, paint the raised parts of his face with Dwarf Flesh. After that use Elf Flesh to paint the uppermost parts of his face and hand.
Have patience and wait for the paint to dry (1).
When it has dried completely, mix some Brown Ink with water (around 30:70 Brown Ink: water).
Gently brush it all over his face and his hand (3). That should do it. The skin is now ready, wait for it to dry and don’t touch it anymore with a brush or your hand, or else the paint will smudge on the model.

**Beard and Hair**
The beard and his hair are painted the same way. Start off with a base coat of Codex Grey on his beard and hair (1). When that has dried completely highlight the beard with Fortress Grey (2). After that, highlight the Fortress Grey again with Skull White (3). See picture below.
The Mantle

The mantle is the largest section of Radagast. If this section isn’t well painted, the whole model will look worse as a result. So take your time painting it, it took me a lot of time as well. I wanted something else other than a monotonous mantle, so I painted the outer mantle red, and then I painted the inner mantle with a more khaki colour.

Outer Mantle

Begin painting the mantle with Scorched Brown (1). When that has dried, highlight the mantle with Dark Flesh (2). You should still see the Scorched Brown in the deepest recesses. The next highlight is with Scab Red (3). Don’t paint the uppermost parts yet because there is still another highlight to come. The final highlight is with Blood Red (4). Only paint the sharpest edges.

Inner Mantle

I painted these layers over the other layers from the ‘outer mantle’. But you can paint it on a Chaos Black undercoat too.

Start off again with a layer of Graveyard Earth (1). It could be that you need multiple layers to get a good solid colour. When that has dried, highlight the Graveyard Earth with Kommando Khaki (2). Again, it could be that you need multiple layers to see any difference. When the Kommando Khaki has fully dried, highlight it with a 50:50 mix of Kommando Khaki and Bleached Bone (3). Highlight the mantle with pure Bleached Bone (4). Don’t use too much Bleached Bone or else the colour border will be visible.

And the last highlight is Rotting Flesh (5). Only use it at the sharpest edges of the mantle and don’t use too much of it. Rotting Flesh is a slightly different colour to Bleached Bone, it’s greener. Thus, if you use too much, the cloak will be more of a green colour than bone.
The Jacket

The jacket is one of the hardest parts of the whole model. It is hard to get the right greyish colour. Don’t use too much white.

Here we go again: The basecoat for his jacket is Codex Grey (1). Give him a first highlight of Fortress Grey (2 + 3). Wait for it to dry completely. Then give it a wash of very watered down Codex Grey (4 + 5), it should be around 20% paint and 80% water.

Have again some patience and highlight the jacket with a 50:50 mix of Fortress Grey and Skull White (6 + 7). At the end, highlight it with pure Skull White (8).

Note: make sure that the jacket doesn’t become too white. Keep the grey in the recesses and the Skull White only at the highest parts of the model.
Underclothes

This part isn’t very hard to paint. Just follow these instructions and have a good look at the pictures and it shouldn’t be too hard. Begin with a base layer of Scorched Brown over the whole underclothes (1). The first highlight consists of Bestial Brown (2). Only paint the higher parts. The second and final highlight is Vermin Brown (3). Only pick out the uppermost parts.
In the next issue we will be looking at details and ornaments, and finishing off the model.

Making Simple Hills and Cliffs
Aratheking

Welcome to my article, in which I deal with hills and cliffs. Hills are a vital part of most battlefields; nobody wishes to compete on a flat, featureless board. They can also be quick, simple and worthwhile to make, they add so much to your board for little difficulty. If you have never tried to make terrain before, why not have a go, as it is perfect for beginners. Experienced builders could use it too; it is a very good way of getting rid of waste from your rubbish, by recycling it. Instead of throwing away card boxes, and chucking the paper into the recycling, simply reuse it for creating a few hills!

The hills I have created are for use on grass based gaming tables, such as one using Games Workshop’s Battle Mat. However, this does not mean that you cannot make other ones. Simply replace the use of static grass with what you choose, for example modelling sand.

You will need

Materials
Newspaper
Card*
Static Grass†

* You can use common boxes, from around the house, for this. For example, mind contained Washing Powder.
† If you do not wish to do a grass-based hill, then you may wish to use modelling sand, or similar. Also, if your models use flock on their bases, then that could work.

Equipment
Paints (see below)
Cutting board
A fairly large brush
Pencil
Water
Modelling knife
Scissors
PVA Glue
A model*
* This model is only used for the purposes of scale, so it is not needed. However, it is a useful measuring tool.

**Paints**
- Scorched Brown
- Chaos Black
- Codex Grey
- Fortress Grey

These are only the paints I used. As my hills generally required little paint, the brown is the only colour beneath the grass, to cover up the newspaper. However, if you are doing another sort of terrain, you should use the colours you are familiar with using, in basing, for example.

**Hills**

A hill is a very simple construction to make, as well as using few materials. It can improve the gameplay and look of your games, by acting as both an obstacle and an aid to vision. It only requires the card and newspapers in its general construction.

**Making the structure**

First of all, cut out the base of the hill, as you wish. This can be as large or as small as you wish, as will the size of the hill. In my opinion, it is best to have rounded edges, or as near as can be, though some effects, such as a ruin as part of the hill, would look good with sharp, flat edges.

Then, cut out a piece that is smaller than the one you have got. One way of making sure is to draw around your first piece with a pencil. Then you draw a shape slightly smaller than the original, not necessarily...
Another way is to use the waste of the last piece you cut out as a stencil, making sure that the piece you are creating is smaller than it. Put it over the next piece of card, and draw the shape of the next piece inside it, as shown in the picture.

You can build your hill as high as you like. The height also depends on the thickness of the card. Note, don’t make the hills too high, with too steep sides – your model might fall off.

Thinking of gameplay should always be your first step. Unless, of course, you wish to create a display piece, in which case the models should be able to stand if you need them to.

The hill does not always have to climb with one piece on another. Hills can have more than one peak; there is not always one point to it. To represent this, you can split the layers, so that there is a gap between pieces, as shown in the next picture.

When you have finished the structure of the hill, you can test the size of it, and whether models can stand on it, by simply placing models upon it. It is now time to cover the hill, using your newspaper.

Rip it into little sections, as this will give a more detailed cover. If you want more rolling hills, you can use bigger pieces. You need not cut it, as the ripped edges will not show up. You need not use newspaper, normal paper can work just as well, yet I think it is more productive to use newspaper, which you would throw away otherwise.
Cover the card with paper, making sure you cover up all of it, and glue the edges down. It is alright to go over the edge, and glue it to the bottom, as then you will not have any card showing out over the top.

When this is done, you can start to paint it. This depends on how you base the models you use, or how your gaming board is decorated. As I like the grass look, I have used it, with an extremely simple paint scheme.

I simply coated my hill in Scorched Brown, in the knowledge that I would see very little of it after I put the static grass on. It needs some sort of base, in case the covering layers fall off, yet this does not need to be detailed, unless it is strongly visible.
There, the finished hill! Test it out, how does it look with your models on it?

Cliffs

Now you have a hill, you can go about making more, spiced up objects. A relatively simple one of these to construct is a cliff.

To begin constructing a cliff is the same as constructing the hill. You layer up as you wish to, as with the hill, yet you should keep at least one edge relatively vertical, with little retreating as it climbs up the hill.

At the top of my cliff, I have made sure that my model could stand upon it. As it can, I start to layer the newspaper onto it, as with the hills.
If you do not think the cliff is high enough, you can add to it by simple gluing down scrunched up pieces of newspaper, which you then cover with newspaper. This adds a bit of bulge. On the front, you can press the paper in a bit, forming lines similar to those on rocks.

When painting it, paint the area you wish to be rock Chaos Black, with the rest of the cliff as your original colours (in my case Scorched Brown).

When it comes to painting the rock, you should first give it a heavy drybrush of Codex Grey, before a light highlight of Fortress Grey. This brings out the rock, with a very neat colour. Of course, not all rocks are grey, so that is something you could experiment on.

Remember to add the Static Grass or whatever you used as with your hill, it can make all the difference! On my piece, I added less grass to a path down the middle, suggesting that many walk up to the cliff to use it as a good lookout point.

**Gaming**

In games, hills don’t even need to count as difficult terrain. It depends on how rough they are, but a simple hill can just be a normal patch of ground, despite blocking line of sight, or offering better lines of sight from being higher up. Cliffs can be jumped and climbed, depending on their size, however, you could claim, depending how vertical and smooth they are, that they cannot be climbed.

If they are low, they can be used as a barrier to defend, which can make holding a position far easier, and far harder to take.
This is part two of a guide to converting the heavy Elven Cavalry of Gondolin, part one of which appeared in the last edition of the magazine. This part covers painting the miniature. Before painting, determine the House of Gondolin to which your character belongs. I chose the House of the Mole, as I liked the black caparison, and the colour scheme I outline here is based on this choice. For suggestions on the other Houses of Gondolin, there is a section on “Tips and Variations” at the end.

**Horse**

Undercoat the miniature with Chaos Black. The first step when painting is the horse. Paint the horse Codex Grey, though any other colour will work just as well. Whatever colour you use, this can be the messiest stage of painting because the caparison tends to get in the way.

Paint Chaos Black over any areas of the caparison that the Grey has strayed onto. Begin highlighting the cloth with a mix of Chaos Black and Codex Grey, and use progressive highlights until you are using pure Codex Grey. Reset the base colour with a wash of Chaos Black (to avoid a grey finished appearance), and sharpen the more prominent highlights. Paint the metal areas of the horse’s armour with Boltgun Metal. Once this is complete, paint the bird emblem on the horse’s head Shining Gold, so that the detailed Elven craftsmanship stands out in the miniature.
Face

Now that the horse has been completed, continue on to the rider by painting the Elf’s face with Dwarf Flesh. Use a thin wash of Bestial Brown, which will provide natural shading in the recesses of the eyes and around the mouth. Go over the face with a 1:1 mix of Dwarf and Elf Flesh, leaving some shading, and add a final highlight of Elf Flesh on the most prominent features, such as the cheek and nose.

If you are confident with your painting skills, you can also try to paint the eyes for an added level of detail. You will need a size 0000 brush. Use Bleached Bone for the eyeballs, highlighted with pure Skull White. Apply Codex Grey mixed with Chaos Black for the pupil, leaving just the sides of the eyes white.

For the steps behind painting the face, see “Painting Warriors of Númenor”:

http://www.one-ring.co.uk/phpBB2/kb.php?mode=article&amp;k=469

Metal and Cloth areas

Paint Boltgun Metal over the cloak and all the metal areas of the rider - the helmet, platemail, chainmail, et cetera. In experimenting with different ideas, I gave the rider a silver cloak, to complement the House’s black colours. Alternatively, this could be painted Codex Grey and highlighted with lighter grey tones for a more realistic cloth appearance.
Paint Shining Gold over the helmet, platemail, and armour on the legs, but leave the silver on the chainmail for variation in the colour scheme. To bring out the colour even more, use a blue wash on the silver areas of the model, and a brown wash on the gold.

**Cloak, leather, spear and tail**

Paint all the unpainted cloth areas on the rider with Regal Blue, including the robes, the inside of the cloak, the bridle and the cloth behind the armour on the legs. Paint the saddle, gloves, reins and spear Scorched Brown. Paint over the reins and saddle with Bestial Brown. Paint the spear's blade Shining Gold, followed by Boltgun Metal highlighted with Chainmail. The horse's tail also needs to be done (though this could have easily been done any time after painting the horse). For the first coat, mix Chaos Black with Codex Grey. Highlight this with a drybrush of pure Codex Grey, and shade the recesses of the horsehair with a wash of Chaos Black.

![Image of painted miniature](image)

**Finishing touches**

To add detail to the cloak, paint the edges with Shining Gold. Spirals or some other designs can be painted within the cloak itself. Highlight this detail with an equal mix of Shining Gold and Mithril Silver

The last finishing touches are painting Shining Gold or Boltgun Metal onto buttons and fasteners on the miniature. You can also paint small diamond shapes or similar detail at the bottom of the caparison. Finally, all that needs to be done is basing the model. After painting the base and applying flock or sand, the conversion is complete!
Tips and Variations

As I have already mentioned, the model painted here is intended to represent Maeglin, or perhaps another lord of the House of the Mole. However, with a few minor variations in the colour scheme, it can represent the Elnaith of another house. For example, in my conversion the bird emblem has been painted gold to represent a phoenix. This can be left silver to represent the House of the Swallow, if the caparison is painted using similar techniques for Regal Blue instead of Chaos Black. The rider's armour and the blue cloth areas can be painted as I have already shown - for consistency in what is generic Elven armour.

Or you could paint the miniature exactly as shown here, but paint a silver harp on the horse to represent Salgant or another lord of the House of the Harp. The simple heraldry of eight of the houses is pictured to the right. However, when painting the caparison I recommend stylising the design to make it more realistic. To the right is the heraldry of the Eight Houses. Be sure to check the following link (the source for these images), as it has much more information on Elven heraldry and the Houses themselves:

http://www.forodrim.org/gobennas/heraldry/heraldry.htm#Gondolin
Gondor's Age of Stewards
By Southdunedain

In the year 2050 T.A., Earnur rode on an ill-omened mission (c.f. 'Gondor's Age of Kings', Tengwar Beacon no. 2), leaving no son, but a steward to rule in his stead. Mardil, therefore, of the ancient House of Hurin, undertook "to hold rod and rule in the name of the king, until he should return", words which, for his ancestors, quickly became only symbolic...

The Reawakening of Evil
Though Evil long lay quiet, satisfied by its seeming destruction of Elendil's heirs, in the year 2475 orcs issued forth from Mordor again, overrunning Ithilien and Osgiliath. Gondor however was not doomed, for it had in its steward Boromir a mighty and valorous warrior who rallied his armies and after much bloodshed retook Osgiliath, driving Evil from leafy Ithilien. Yet this was accomplished at a cost, for in the attempt Osgiliath was rendered uninhabitable, and its great stone bridge destroyed; Boromir, too, received a Morgul wound that hampered his activities and shortened his tale of years. In his absence, Evil began to appear again on Gondor's borders; the realm's strength seemed spent, its allies few.

The Rohirrim Born
By the time of Cirion, 12th steward, Gondor had been constrained by its manpower to abandon the forts along the Anduin. Thus, though this wise Steward sent scouts to the north, it was not until 2507 that he learnt of Gondor's peril: a huge Eastern host had gathered under Mirkwood's eaves, and now moved against the realm.

In desperation, Cirion's mind turned to the Eothed, the Northmen of Ered Mithrin, descendants of the Arnorians, who had ridden with King Calihmetar against the Wainriders. Unsure as to their very survival, he nevertheless sent six riders on the thousand mile journey to the North, only one of whom, Borondir, survived. Eorl, the Eothed's leader, nevertheless led over seven thousands into the unknown, reasoning that if the two peoples did not stand united, each would fall singly. Passing Dol Guldur shrouded by a white mist, they broke upon the Wold as Gondor's North Army faced extinction, its back to the Anduin; falling upon the enemy's rear, the Eothed left few alive, undoubtedly saving Gondor.

Cirion, knowing full well the debt, took Eorl to Halfirien, one of the ancient beacon-hills, secret and sacred resting place of Elendil. There he presented all Calenhardon to Eorl: Fangorn to Halfirien, the Isen to the Anduin, with the exception of Orthanc. Over the tomb of Elendil they swore a mutual oath of friendship and aid, thus providing mutual security both then and critically in the future.

Immediately afterwards, Cirion moved the tomb to the Halls of the Kings, concluding that as Halfirien no longer stood at the centre of the Southern Kingdom, Elendil's body could be better protected behind Minas Tirith's seven levels. The hill's sacred summit again housed a beacon, one of a series connecting Gondor and Rohan.

Gondor's Wane
From then on trouble was always near at hand, but the realm was not in mortal danger again until three fleets from Umbar and Harad ravaged the coast under Beren, 19th steward. With the Rohirrim overrun from the north and east, and suffering extremely in the Long Winter of 2758, it took Beregond, one of Gondor's
most able captains, to defeat the fleets, and Rohan's invaders, gaining both realms respite. Under him Gondor again gained ground, though he committed the error of granting Saruman Orthanc in the hope that he would aid the Rohirrim's recovery.

The respite was brief however, for under Turin II, Ithilien was infested by orcs, necessitating the construction and provisioning of Henneth Anun and Cair Andros. Faced by a Haradrim invasion to the south and orcs to the east, he called upon Rohan, and with their aid again drove Evil back for a time - a time in which Evil multiplied as Sauron returned to Mordor.

**Hope Restored**

Under Ecthelion II came the first inklings of hope for Gondor: from Rohan, and thence the Wild, came Thorongil, Eagle of the Star, a great leader of men. It was Thorongil's initiative to harry Umbar and its fleets before they became a tool of Sauron, a campaign which culminated in Gondor's small fleet destroying much of Umbar's shipping and the death of the Captain of the Haven, slain in hand-to-hand combat by Thorongil. In the face of public gratitude, and the animosity of Denethor, the steward's son, he would not return to the White City but again took to the Wilds. Dismay swept the people, for he seemed to them a great loss...

**The War of the Ring**

Sauron's first stroke in the War of the Ring fell against Gondor in June 3018, when the Lord of the Nazgul moved against Osgiliath. Only a test of Denethor's strength, it nevertheless captured the east bank, and cast down the last bridge. In the wake of Boromir's departure a few days later, and the Black Riders' mission to the west, a comparative peace settled over Osgiliath as Faramir harried the enemy in Ithilien.
In February 3019, the peace was shattered as the distant strains of Boromir’s ancient horn echoed from the hills, foreboding weeks of war. For it was not two weeks later, on 7th March, that Faramir apprehended Frodo and Sam in Ithilien, and learnt their purpose. Perceiving the evil of the Ring, he shunned the glory he might win by capturing it for Gondor’s use, and released them from Henneth Anun. His return to Minas Tirith was preceded by Gandalf and Frodo’s hobbit-friend Peregrin who, as the beacons flared to summon Rohan’s aid, brought news of Boromir’s death and Saruman’s defeat.

Under the lowering sky of the Dawnless Day, 10th March, the women and children were taken from the city, and the realm’s allies and fiefs entered its gates. Momentary excitement arose as Gandalf saved Faramir from the Nazgul; however with the young hero’s departure to Osgiliath on the 11th at Denethor’s bidding, spirits again sank under the oppressive air. Tension and fear mounted as orcs were seen to mass in the east, swarming over the Anduin so that on the 12th, the Osgiliath garrison was forced to withdraw to Minas Tirith, leaving the white city open to attack. Sorrow was compounded on sorrow as Faramir, in the rearguard, received a seemingly mortal Morgul-wound.

The following morning, Mordor’s troops moved on the city, besieging with catapult, bow, ram and tower. The first catapult loads, of heads hewn from those who had fallen in Osgiliath, further shook the faltering Gondorians, already demoralised by the onslaught of the winged Nazgul. Throughout day and night the city was shrouded in smoke as siege towers moved ponderously towards the walls, catapult and trebuchets exchanged shots, and Grond smashed into the Great Gates.

At dawn on the 15th the great gates finally crashed down, but Gandalf and the long awaited arrival of the Rohirrim denied the Witch King entry. As the Houses of the Dead collapsed onto the pyre of the insane Denethor, a far-reaching battle was waged on Pelennor, the Rohirrim pitting themselves against Orcs and Nazgul, Haradrim and Mumakil. Despite the downfall of the Lord of the Nazgul, victory seemed assured for Evil when the ships of Umbar hove into view. But from the bow of the foremost, a banner was unfurled, showing the Tree, stars, and a crown: the king of Gondor had returned to save Gondor in its darkest hour.

All Gondor’s captains swearing allegiance to Aragorn, its armies made up the bulk of the force that confronted Sauron in the climatic battle outside the Black Gate, giving the Ring-bearer time to complete his errand and save all Middle-Earth. On his return to Minas Tirith, Elessar was crowned by common assent, the White Tree flourished, and the cured Faramir took his rightful positions as ‘Steward to the King’ and ‘Prince of Ithilien’.

After that time peace reigned, as Elessar destroyed all Evil, pursuing it to the furthest lands. Mithrandir was never seen again, nor the Ring-bearer (though Peregrin and his companion returned a century later), but Gondor’s people dwelt in unparalleled peace and security.

This article is an extract from the Gondor project, a full-length supplement created by members of the Gondor allegiance on www.thepalantir.org. Look out for the full supplement released soon.

Next issue: Gondor’s symbols.
Making Cliffs
For use in all realms of Middle Earth
By Tom (Radagast the White)

You will need:
Polystyrene
Poly filler (filler)
Sand
Cheap acrylics-Black, Dark Grey, Mid Grey, Light Grey, White, Dark Brown, Bestial Brown (or similar)
MDF or Hardboard base (read first paragraph before making)
Sanding block
Hobby knife
Applying tool (Something like an old table knife or a glue spreader)

Note: The example used in this article is a side piece for a board so please ignore the vertical edge unless you are also making a side piece.

The Base

Depending on what you’re making, you will want different size bases. Roughly estimate how big you want your hill and then make the base 2 inches wider and 2 inches longer. Take your sanding block and sand down the edges at about 45 degrees. Here is a cross section of what you need to do.
If you want your base extra strong (advisable) paint the underside of it with watered down PVA and leave to dry overnight. Thanks to Azog whom this tip was copied from (I hope he doesn’t mind...).

The Polystyrene and the Cliffs

Take your polystyrene and cut it to the shape you want (If you want high cliffs you will need more layers). Using the sanding block shape the polystyrene into a hill shape leaving vertical faces where the cliffs will be (circled in blue) Using the sanding block or hobby knife cut into the cliff face. To create a strata effect make all your cuts go in the same direction, a good way to cut is diagonally. To create an overhang effects (as in this example) make a big horizontal cut leaving a bit of polystyrene sticking out at the top. You can mix and match these techniques as you wish.

Note (just in case you don’t remember): The example used in this article is a side piece for a board so please ignore the vertical edge highlighted in RED unless you are also making a side piece.

Now stick it to the base with PVA. Once the PVA has dried cover the polystyrene in mixed polyfiller (filler and water) to create a smoother texture. Now wait for the filler to dry, don’t worry if it cracks, it is going to be covered in PVA again anyway in The Hill.

Before you start this step, make sure you have a bowl of water handy and enough time to finish. If it’s your first time I advice leaving at least 30 mins to apply the filler and another 30 mins after to go back to it and complete the finishing touches.

Take a plastic cup or an old margarine container and put in a mixture of filler and sand. Roughly a ratio of 60:40-filler to sand. Now take a mixing implement (something like and old knife or stick) and mix in water a bit at a time until there are no bits (a bit like making dough). Now that the mix is prepared you need to get on with applying it before it dries.
Wet your finger or apply a tool of your choice (an old table knife is good) in the bowl. Dip the tool into the mixture and lift out a blob of it. Apply to cliff face and spread out. Repeat this until the whole cliff is covered and you can't see any polystyrene.

After 10-15 mins go back to the cliff and pat away any marks you don't want with a wet finger. Also use this time when the filler is better for moulding to make sharp edges by quick patting motions with your wetted tool. The technique is quite hard at first but you will improve each time you do it.

Painting

For painting I use cheap acrylics called ‘Anitas all purpose acrylic’. You should be able to find these or similar in an art shop. For black I used black (obviously), for dark grey I used charcoal, for mid grey I used grey, for light grey I used dove grey, for dark brown I used burnt umber and for white, white. Whatever paints you use you just need to match there names to the paints needed as I did above.

Now that the cliff is dry it should look a whitish colour, at this stage you can glue down some small rocks at the bottom of the cliff. It does mean waiting again for the glue to dry but it is worth the finished result. Paint the small rocks the same as the cliff.

Firstly undercoat the cliff in black. Next give it a heavy over brush (basically the same as dry brushing but not as dry, more paint on brush) of dark grey.
Next prepare your brush as if to dry brush dark brown. Take the brush and stab it into the cracks and fissures of the cliff (shadowed areas) and on the bottom to create the impression of dirt. Now give a dry brush of mid grey. Next apply a light dry brush of light grey. **Note:** when dry brushing with the lighter colours don’t dry brush in the shadowed areas. After that is dry you can give it an even lighter dry brush of an even lighter grey if you want. Only dry brush this extra-light grey on the protruding parts of the cliff.

The Hill

Use PVA to stick sand all over the hill. Let the glue dry for 24hrs. For a Last Alliance theme paint the whole piece the same way as the cliff and add some boulders. Alternatively mix up some more of the filler and sand as you did for the cliff only this time mix in a good dose of PVA glue and apply this over the hill. I repainted the sand when I discovered that this was meant to be a Last Alliance theme issue so please ignore the colour of the sand in the pictures I have used. Sorry for any inconvenience.

If you are not going for a Last Alliance theme paint the sand Dark Brown. Next give it a dry brush of Bestial Brown or similar. While you are painting the sand clean up the edges of the cliff(s) by painting them the same as the soil. Use your choice of static grass, flock, undergrowth, lichen, small rocks etc. and cover the hill with them using PVA leaving some of the soil showing. Once the glue is dry you are ready to use your finished piece!
Painting Wood Elves
Haldir_Strikes

Introduction
The Elves are easily my favourite race from Tolkein’s Lord of the Rings. Like Samwise, my eyes would glaze and I would gaze in wonderment at the joyous beings that occupied The Hobbit. In the War of the Ring, the Elves have begun to retreat to the West, leaving the fate of Middle Earth to the hands of Men. Hopefully this paint guide will show you an appropriate method of mixing colour schemes to imitate the various garbs that the 3rd Age Elves would have used.

Paints Needed:
- Shadow Grey
- Bleached Bone
- Vermin Brown
- Snakebite Leather
- Bestial Brown
- Scorched Brown
- Catchatan Green
- Chaos Black
- Fortress Grey
- Dark Flesh
- Dwarf Flesh
- Elf Flesh
- Boltgun Metal
- Mithril Silver
- Brazen Brass
- Shining Gold

Step One - Preparing the Model
Onto the obligatory stage before the painting. After cutting the elf from the sprue, clean up the flash with a hobby knife and a file. Some people prefer basing their mini’s after the painting stage, although I find that by getting the bases out of the way and primed at the start with the rest of the mini really speeds up the process. Prime the mini using Chaos Black primer. You can find the exact equivalent of this in any hardware store, and let me tell you, it’s probably much cheaper. Just make sure you get ‘Flat Black’ primer, and make sure it isn’t glossy.
After letting the primer dry, fix up any missed points with a coat of watered down Chaos Black.

Step Two-The Cloak and Sash
Uniformity is a very integral part to any army, and as my Wood Elves would be the warriors who join Haldir’s Elves on the plains of battle, I needed to find a way to tie them in easily with the armoured ‘Elite’ of the Lady of the Golden Wood. In this case I found it to be the easiest to just carry on the Elven Cloak tradition of Haldir’s Elves.
To begin with, a base coat of 50:50 Chaos Black to Shadow Grey was applied. It is important to note that the paint needs to be sufficiently watered down when applying this coat. It should be of the consistency of “milk”, and when applied it will probably appear a little patchy. Don’t worry about this, just wait to let it dry and then apply the next coat. You will need a few coats
to make this a solid colour. To continue highlighting it is a simple matter of adding more Shadow Grey to the original mix.

The sash was painted with a basecoat of Snakebite Leather. This can either be highlighted with the previous method above (although you would be adding bleached bone into the mix instead of shadow grey) or just highlighting it with Bleached Bone.

**Step Three-Cloth Areas**

I wanted my Wood Elves to be different to the GW concoction. Firstly, the ‘Eavy Metal paintjob (while I’m not really in the position to say this) was pants, and so I decided to try and fit the paintjob to a wider scale. In some old concept art in *Weapons and Warfare* a Company of Elves marched to war. In this depiction the warriors were a colourful bunch filled with different hues of browns and greens. To complement the autumnal armour of Haldir’s Elves; I decided to use colours that would emulate this in cloth.

**Colour-scheme One:**

The main robe was painted with a basecoated with scorched brown. This was then highlighted with a mix of 50:50 Scorched Brown to Vermin Brown. Finally it was highlighted with pure Vermin Brown. The leggings were painted a mix of catchatan green and chaos black, and then washed with a watered down mixture of chaos black. The boots were painted scorched brown, and highlighted with a 50:50 mix of Scorched Brown and Bleached Bone.

**Colour-scheme Two:**

The Main robe was painted scorched brown, and then highlighted with Dark Flesh. A further highlight with Bleach Bone added to the mix was then applied.
**Colour-scheme Three:**

The main robe had a base coat of scorched brown applied. This was then highlighted with a 50:50 mix of Scorched Brown and Bleached Bone. The Leggings were painted with catchatan green and highlighted with a catchatan green, bleached bone mix.

**Step Four-Weapons**

The weapon hafts were painted in such a way that they would simulate the heartwood of the mallorn trees that inhabit the Golden Wood. They were painted with a basecoat of scorched brown, and then highlighted with vermin brown. The blades and spear ends were painted with a basecoat of Boltgun Metal, and then highlighted with Mithril Silver. The guards and pommels of the throwing daggers were basecoated with Bestial Brown, and then highlighted with Brazen Brass and Shining Gold respectively.

**Step Five-Faces, Flesh Areas and Hair**

Unfortunately for the Wood Elf sculpts, they are really small, and that can make painting areas of detail such as the face a bit of a mission. The trick is to keep a steady hand throughout and to take some deep breaths when you’re filling in the raised detail.

Basecoat the face with bestial brown. Like before, make sure you’ve thinned your paint to a milky consistency and apply each layer patiently. When you have a nice smooth finish, use a mix of 50:50 Dwarf Flesh to Bestial Brown and begin to highlight the face and hands. This is pretty much any raised detail you can see, don’t skimp on it! We still have another 2 highlighting stages to go! Once the second highlight has been done, apply Dwarf Flesh on its own. Areas to pay attention to are the nose, cheekbones, jaw, mouth and forehead. The final highlighting stage is a 50:50 mix of Dwarf Flesh and Elf Flesh. Apply this on the extremities of the areas covered in the previous highlight stage. Don’t overdo it, or else the mini will just look unrealistically pale.

The Hair was painted with a base coat of Snakebite Leather, this was then highlighted with a mix of Snakebite Leather and Fortress Grey. This was highlighted with bleached bone added to the mix. Alternatively, the starting base coat can be a mix of snakebite leather and bleached bone, highlighted by adding more Bleached Bone to the mix.
Step Six: Basing

I basecoated the modelling sand with a coat of Scorched Brown. This was followed by a Snakebite Leather drybrush, and finally a drybrush of a 50:50 mix of Snakebite Leather and Fortress Grey.

Conclusion

The wonderful thing about the Elven plastics is that although there is definite room for improvement detail-wise, the plastics are still easy to paint and get on the table top. When painted to (at the very least) a table top standard, the Elves can still look impressive in their own right. I hope this article has been useful in helping you identify an appreciation the pros of using colour schemes other than those of the movies or GW.
A new book, new armies, new characters, new models. And more money for Games Workshop. Let’s face it – that’s what this book aims to do.

Generally I try and be positive on the books produced by Games Workshop, and I generally respect Matt Ward’s writing, yet when the opening picture on the first page is the Haradrim leading a raid on the Rohirrim, unlikely in itself, and then you look closer and see that they are in the desert, you begin to wonder. If only Rohirrim came from the desert.

The book isn’t all bad, that I’ll admit. There is the glimmer of worth to it, well written histories and descriptions start to gain it some respite. But how I mourn for the days of old, when the Scouring of the Shire was beautiful merely because of the characters, the scenarios and the terrain guides, simple and sweet.

It is the simplicity that Harad lacks most of all, the profiles being so packed with special rules, mostly there to sell models, says the cynical side of me. Granted they are imaginative, but are they balanced? Do they fit in well with the current bulk of special rules, limited and yet improving the game considerably?

A point in question is the War Spear of the Serpent Riders. Suddenly, the weakness of the lance is wiped out, and Gondor lose their benefits. Now Harad has three rider types, the Mahûd Riders for impact, the Serpent Riders for damage and the bog standard Haradrim Raider for tactical shooting. Why are Harad the best cavalry army in the game? They have impact and damage to rival Gondor, and they are comfortably better horsemen than Rohan, who lose out to every sourcebook in succession.

And the Half Trolls just gripe, based on the model. The description is all good, that they are unlikely to actually be trolls, why were the designers not told of this little snippet, so we didn’t get grey-yellow lumps of rubbish?

The Corsairs are the saving grace, simple and delicate, but unfortunately not very good. The models are, but in battle they are liable to be flattened, as undoubtedly will happen. Why should they be used, when this game is now all about having the best Points Match armies? Oh, how I long for the former days, when scenarios were the norm, not pitched battles.

And the guides – How I hate Legions now! It gives obvious information on an army, inadequate for veteran players, though at least the painting guides are acceptable. But my biggest gripe is undoubtedly the lack of terrain guides – is it that hard to tell us how to build a Middle-Eastern looking house?

The scenarios are good, however, which is part of a saving grace. They are not wholly original, but they are not bad, they are balanced and thought out, and they work. At least, they seem to.

Overall mark? 2/5. Out of five because 3/10 makes it seem really bad. Which it was, to be frank.
Next Issue

Unfortunately, you have reached the end of the issue. However, there is still much more for your viewing pleasure, the Tengwar Beacon is released every three months, and can be found at:

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

The next issue is due to be released on June 7th 2008, packed full of articles written by fans of the Lord of the Rings Strategy Battle Game. If you have enjoyed this issue, be sure to keep in touch with the members of the online community, where links to new issues will be up first.

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What to look forward to:

Next issue is set to see the start of a campaign, including Battle Reports and Painting Guides, from Aratheking, based on the magnificent rules concocted by Revolutionary/Neldoreth: ‘By the Will of Our People.’ There is also set to be many more articles, from all corners of the community, from painting guides to detailed histories of Middle-earth.