



STANDARD BEARER

Though he is as old as the hills and has watched implacably over generations of gamers from his imponderable lair of obsidian, the mysterious being Jervis Johnson was apparently young once too.

Maybe it's something about this time of year that makes me get all nostalgic and dewy-eyed for things past – either that or my wife and kids are right, and senile dementia really has set in early for me. (*Hmm, your family may have a point – it would explain so much! – Grombrindal.*) Whatever the reason, I've found that The Lord of The Rings miniatures and the games we've been playing recently have triggered off all kinds of memories of growing up in the 1970's and the wargames I used to play back then.

I know that many of you readers are not quite as old and crusty as I am, so it may be difficult for you to imagine what being a teenager in the early '70's was really like. For a start, we had no fashion sense whatsoever – I have especially vivid memories of a favorite pair of two-tone trousers, which for some reason I felt were

perfectly set off by a pair of grey platform boots with soles that must have been at least three inches thick. *Shudder...*

We also didn't have things like video recorders or computer games, and there were only three TV channels, none of which showed anything for young teens after 5:30 in the afternoon. I know, I know, what did we do to pass the time? Speaking personally, I had three important hobbies. The first of these hobbies was listening to music. This was pretty much *de rigeur* if you were a teenager in the '70's; after all, there was very little else to do. I was especially into what is now called "prog rock" – my favorite bands were Yes and Genesis, and I would disappear off into my room for hours to listen to the incredibly long "concept" albums they brought out. (As an aside, I recently rediscovered prog rock and saw Yes live as my birthday treat last year. How sad is that?)

When Jervis was young and listening to endless Genesis albums, this kind of thing was but a pipe-weed dream.



The Citadel range of The Lord of The Rings miniatures is now very extensive, allowing you to play all kinds of scenarios and battles, or even re-enact apple-scrumping incidents from Jervis's youth, like the one depicted here.



But by now, some of you will be wondering, quite rightly I suspect, what all of this has to do with The Lord of The Rings game. Well, the second of my hobbies was reading science fiction and fantasy books. While I was listening to these monstrously lengthy albums in my room, I read voraciously. One of my favorite books, alongside *Dune* and *Conan*, was *The Lord of The Rings*. I still have the very copy of *The Lord of The Rings* that I

And it was here that two of my different hobbies came together. After I read *The Lord of The Rings* for the first time, it soon occurred to me how cool it would be to play a wargame based on the battles I'd read about in the book. I quickly set about coming up with some rules, but my main problem was finding miniatures for the game – they simply didn't exist! But necessity is the mother of invention, as they say, and I set about converting the

By now, you will be wondering, quite rightly, what this has to do with The Lord of The Rings.

read back then, which is dog-eared and tatty and missing its cover, because I read it so many times.

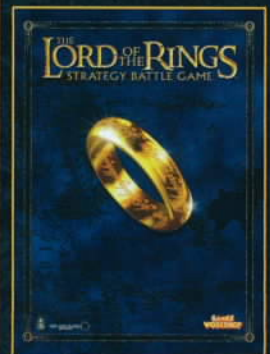
However, listening to music and reading didn't really set me apart from the vast majority of teenagers I knew. My third hobby, on the other hand, was pretty unique back then; I played wargames with model soldiers. This was long before Citadel Miniatures, so I played my games with plastic miniatures and kits produced by the likes of Airfix and Matchbox. The models that they made were based pretty much exclusively on historical subjects, and the games I played were usually set in World War II or would represent conflicts between my collection of Ancient Romans and Ancient Britons. In fact, the only models I had with the slightest bit of a fantasy theme were the Sheriff of Nottingham and Robin Hood sets made by Airfix.

historical miniatures I had. Some modeling putty and paper cloaks turned my Romans into Orcs, while a new lick of paint turned Robin Hood and his merry men into the Grey Company, and so on. These early efforts on my part are now long lost, which is probably just as well, because while they may have looked like Orcs and the Grey Company to me, it's unlikely anybody else would think so, especially if those accustomed to the Perry twins' superlative work on the Citadel Miniatures range for The Lord of The Rings Strategy Battle Game.

But beggars can't be choosers, and soon I was cheerfully engaged in refighting some of the battles from J.R.R. Tolkien's masterwork. In a roundabout way, it's this experience as much as anything that led me to doing the job I do today.



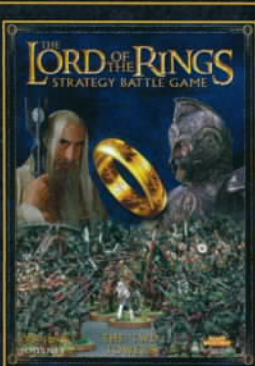
The Lord of The Rings miniatures range. Citadel miniatures for many of the characters and warriors in the book and movies.



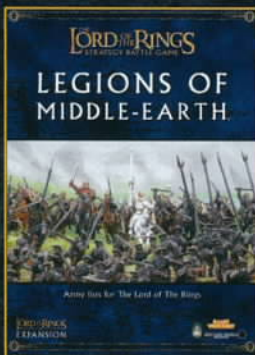
Rulebook. Complete rules for using the miniatures range to fight battles.



Sourcebooks. Background, game information, and scenarios for several regions of Middle-earth.



Journey Supplements. Rules, scenarios, and modeling information that allow you to re-create *The Lord of the Rings* books and movies on the tabletop.



Legions of Middle-earth. Army lists and scenarios for fighting competitive, points-match games with themed armies of Citadel miniatures.



White Dwarf & Web Support. Gaming, modeling, and painting information is provided every month in *White Dwarf* and on the Games Workshop web site.



The Lord of the Rings is a flexible gaming system and caters to both small- and large-scale games.

What I learned back then was that wargaming is a flexible and diverse pastime that is easy to tinker with so that it becomes the perfect hobby for you. Having learned this with those early *The Lord of the Rings* games, I just kept on tinkering – and I’m still doing it today.

I’m happy to say that *The Lord of the Rings* strategy battle game more than lives up to this ideal – in fact, it actively

Lord of the Rings hobby in all of its huge diversity and depth. The result is a game that not only brings J.R.R. Tolkien’s book to life but that also serves to provide inspiration for all kinds of projects. Whether it’s making a carefully detailed model of Helm’s Deep, collecting an army of Easterlings, playing a campaign based on *The Fellowship’s* epic journey, or just fighting battles with your mates to see

I’m happy to say that *The Lord of the Rings* strategy battle game more than lives up to this ideal.

encourages players to explore all the different aspects of the hobby and is arguably the most flexible and diverse game we make. The huge miniatures range and the accompanying Sourcebooks cover all of the characters and warriors described in the book (and even some that aren’t but were included in the movies), allowing you free rein to pick whichever army you may wish to collect. The *Journey* supplements provide information and inspiration if you wish to re-create the battles described in *The Lord of the Rings*. And, finally, *Legions of Middle-earth* provides everything a player needs to know in order to collect a tabletop wargame army and then use it to prove that he or she is the greatest General that Middle-earth has ever seen.

All of this means that, while I was only able to scratch at the surface of what J.R.R. Tolkien had created when I was playing games in the ‘70’s, nowadays, it’s possible to explore the world of Middle-earth in all its glory and try out things that I could only have dreamed of doing back then. Or, to put it another way, we’ve tried to provide you with the tools you need to explore The

who’s best, pretty much everything you need is available somewhere in the range of supplements and miniatures we make.

And I guess that is why seeing *The Lord of the Rings* being played fills me with such nostalgia. It reminds me just how exciting and inspiring the whole hobby was when I started out.

The only difference is that now I can watch *The Lord of the Rings* on DVD, play the computer game, and get Citadel miniatures for all of the things I read about in the book too. Nostalgia is all well and good, but let’s not get too carried away, eh? It’s much more exciting today.

Write to Jervis at:

Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop Willow Road
Nottingham
NG7 2WS
United Kingdom