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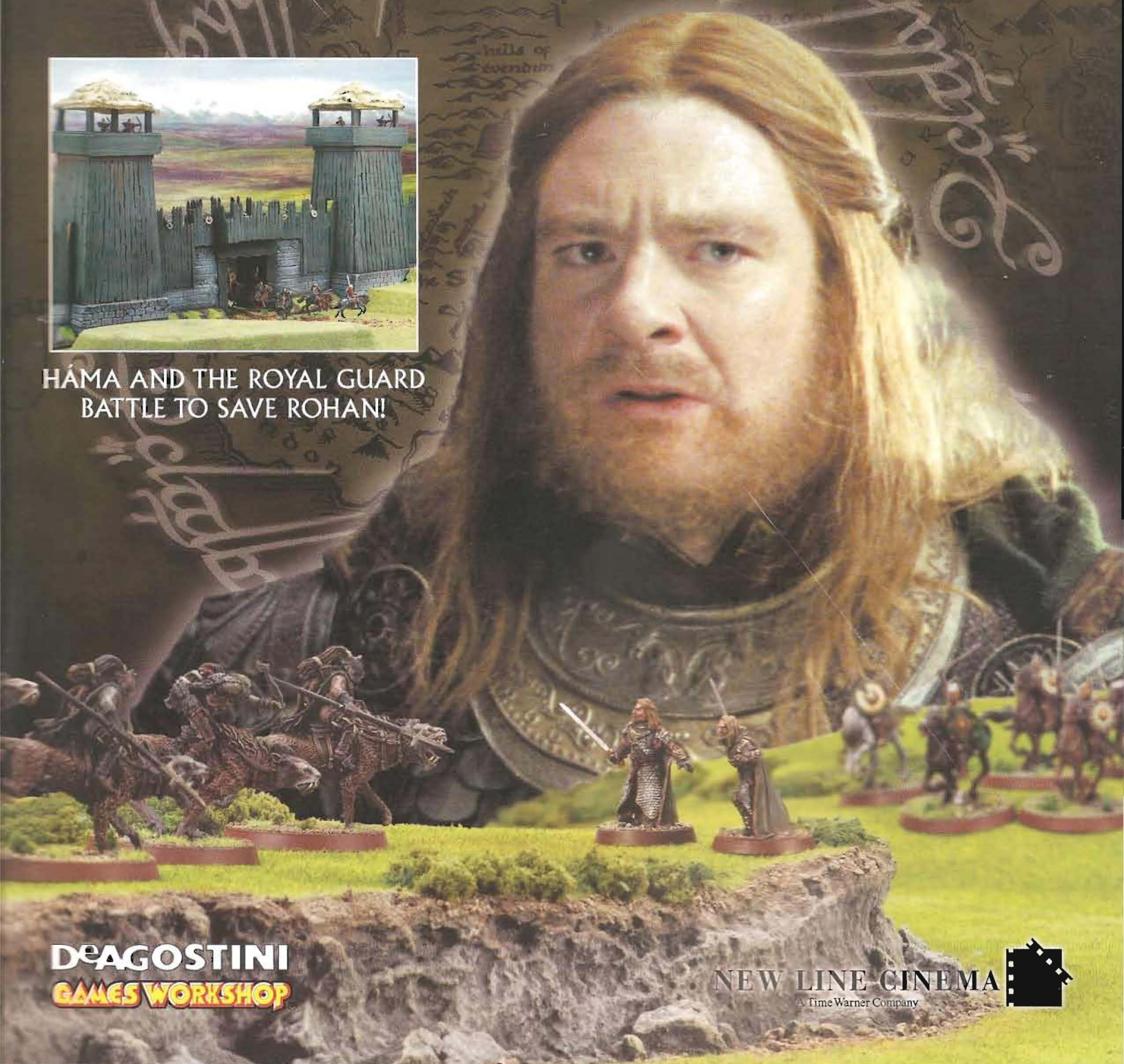
BATTLE GAMES

— in Middle-earth™ —

53



HÁMA AND THE ROYAL GUARD
BATTLE TO SAVE ROHAN!



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THE LORD OF THE RINGS

BATTLE GAMES 53

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Loyal to Rohan™

With King Théoden in thrall to Saruman, the ability of Rohan to resist the increasingly destructive incursions of the White Wizard's forces grows weaker by the day. However, there are some who will continue to fight to defend their lands.

Through the poisonous counsel of his agent Gríma Wormtongue, Saruman has all but assumed control over the mind of Théoden, and therefore the land of Rohan. A small group of the people of Rohan, however, find themselves torn between obedience to the king and the suspicion that he is controlled by an outside malevolent force.

Without action, Rohan will fall to the predations of the Orcs and Wild Men, who roam the country unchallenged, wreaking havoc. Although Éomer's anger at this state of affairs is the most apparent, there are others who share his feelings. Following Éomer's banishment, Háma, the Doorward of Meduseld, whose responsibility it is to guard the door of the king's hall, sees the arrival of Gandalf the White as a possible chance of restoring the king and saving Rohan. While obeying the letter of Gríma's instructions and disarming the visitors, he permits Gandalf to carry his staff before Théoden, thereby allowing the Wizard to break Saruman's hold over the king and resulting in the banishment of Wormtongue.

In this Pack's Playing the Game, we examine the different troop types and tactics available to a player using an army of Rohan. In the Battle Game, we conclude last Pack's Battle Report, as the forces of Isengard besiege the city of Edoras. Painting Workshop looks at how to paint the Háma miniature included with this Pack, while in the Modelling Workshop, we show you how to build a gatehouse and towers to accompany the palisade walls from last Pack.

'Oh no, you would not part an old man from his walking stick?'

GANDALF™



◀▶ DOORWARD OF THÉODEN

Háma knows that Gríma's ill counsel has poisoned the mind of his King.





The Army of Rohan™

The Horse-lords of Rohan are masters of mounted warfare and are rightly feared for their skills in the saddle. In this Pack, we examine the tactics of Rohan and present the profiles of Captain Háma and Théodred, son of King Théoden.



Over the five hundred years since the kingdom of Rohan was founded, its people have prospered and grown into a proud nation of warriors and horsemen. In battle, the Rohirrim gather into huge cavalry formations known as éored's, made up of scores of riders. Few races can match their skill in mounted combat and many a foe has found itself on the end of a Rohirrim spear or trampled beneath one of their warhorses. In this Playing the Game, we explore ways to use the proud forces of Rohan in your battles and look at the troops that make up the forces of the Mark, from the Warriors of Rohan to the Royal Guard, weighing up the weapons they use and tactics they favour. We also examine the legendary Riders of Rohan and such powerful characters as Éomer, King Théoden and Gamling. Finally, we present the rules for using Háma of the Royal Guard and Théodred, King Théoden's son.

◀ EORLINGAS

The Riders of Rohan charge into their foes, scything them down and crushing them beneath their horses' hooves.

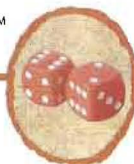
Choosing Your Force

Using the forces of Rohan army list from Pack 18 allows you to design a variety of armies, even creating a force consisting of nothing but mounted models, such as that which came to the aid of Gondor at the Battle of Pelennor Fields. However, it is equally possible to have a mixed force, consisting of Warriors of Rohan, the Royal Guard, Riders of Rohan and Heroes both on foot and in the saddle. The figures presented in previous Packs offer you a good basis for creating an army of Rohan, with a mix of Riders, Warriors and Heroes, allowing you to select a well-rounded army of the Riddermark.



▶ LORDS AND LADIES OF ROHAN

Éomer, Éowyn and Théoden are among the Heroes you could include in your force.



Rohan Tactics

Horse-lords

One of the strongest aspects of the army of Rohan is its Riders. Riders of Rohan offer your force a solid core of swift, well-armed cavalry, capable of shooting their foes from afar or sweeping in to deliver a powerful cavalry charge. Used in conjunction with the other elements of the Rohan army, such as Warriors and Heroes, Riders can offer valuable support, using their speed and manoeuvrability to come to the aid of troops either outnumbered or trapped. The other great advantage of mounted models is the ability to make a powerful charge, gaining an extra dice and knocking down their foes if they win, with the speed to attack and then retreat before they can become surrounded by their enemies.



ARMIES OF ROHAN

Warriors and Riders complement each other in battle – the foot soldiers offer cheap troops and the mounted models give the army valuable speed.

HIT AND RUN

The Riders of Rohan charge the Orcs and then, winning priority, gallop away before the Uruk-hai can catch them.



PEERLESS RIDERS

The Riders of Rohan attack the Uruk-hai from an unexpected quarter.

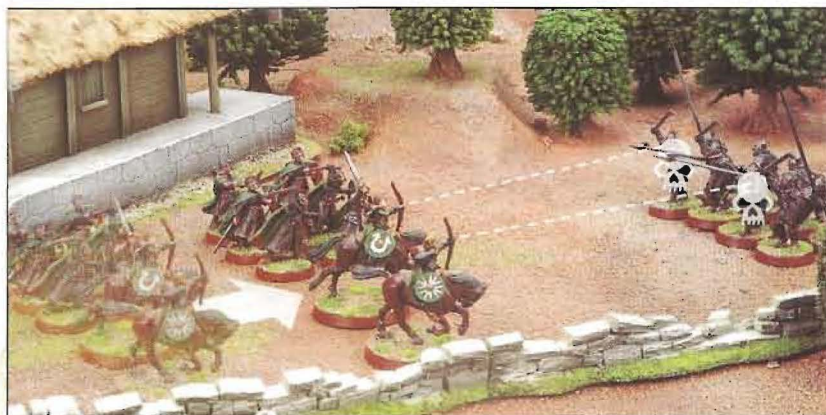


Expert Riders

All mounted Rohan models have the Expert Rider special rule, reflecting a lifetime spent in the saddle and granting them a bonus on their mounted Jump tests. This means that a Rider of Rohan will always succeed in making a jump on his horse and also has a one-in-three chance that he will be able to continue his move afterwards. The result is that Riders of Rohan have a great deal of freedom of movement on the battlefield and can take advantage of terrain that would seriously impede other mounted warriors. As such, it is always worth bearing the battlefield terrain in mind when deploying and moving your Riders.

Rohan Archery

Warriors of Rohan are the easiest and cheapest way to include missile troops in your force and have a respectable range and chance to hit. Rohan archers, like most bowmen, are most effective in groups of at least 6 models, allowing them to concentrate their fire as well as take advantage of the volley fire rules. The other archers in a Rohan force are the Riders. As every Rider of Rohan is armed with a bow, this adds to the versatility of these warriors. The other advantage Riders have over models on foot is the extra distance they can move and shoot, due to the swift speed of their horses.



HORSE ARCHERS

The Riders of Rohan close in on the Orcs, keeping pace with the foot soldiers and firing their bows.



PLAYING THE GAME

Weapons and Armour

The Warriors of Rohan have a more limited selection of weapons than their Gondorian counterparts or even the Orc hordes of Mordor and Isengard. Warriors of Rohan have a choice of shields and bows like most troops but lack spears and two-handed weapons. However, this is offset by their option of taking thrown weapons, something unique to the Rohirrim warriors.

Unlike the soldiers of Gondor, most Rohirrim wear light armour instead of heavy armour, so it is always worth giving your troops shields for a little extra protection. The Rohan Royal Guard are the exception, having heavy armour and shields that give them an impressive Defence value.



▲ CAPTAIN OF ROHAN

Heroes form a vital part of the army of Rohan, whether they are leading Warriors on foot or Riders on horseback.

Lords of Rohan

The kingdom of Rohan is home to many brave and mighty Heroes and you have a broad selection to choose from when creating your force. This abundance of Heroes is one of the main strengths of the forces of Rohan. The other advantage of Heroes, such as Éomer, Éowyn and Théoden, is the option of being mounted, which improves their abilities in combat. Gamling, in addition to being an able fighter, has the unique option of carrying the potent royal standard. Taking the royal standard is most beneficial when used with other Heroes where its ability to restore Might can prove invaluable.

► ROYAL STANDARD

The Royal Standard allows Théoden and Éomer to restore their expended Might.



◀ THROWING SPEARS

The Warrior of Rohan kills the Orc with a well-aimed spear as he charges, allowing him to redirect into a fresh enemy.

► KING'S BODYGUARD

The Royal Guard are expensive, but have the best armour available to the forces of Rohan.



Captains and Elite Troops

Taking characters with Might is important when creating an effective force. The easiest and cheapest way to include Might in a Rohan army is by including a Captain. Rohan Captains have access to all the weapons of the Rohirrim, including the option of being mounted. This versatility means that you can include a Captain to lead any part of your force, whether on foot or on horseback.

Royal Guard are the best warriors available to the Rohirrim. With their higher Fight value and heavy armour, they form the shock troops of the Rohan army. On foot or mounted they also provide excellent support for your Heroes. Their special Bodyguard rule, allowing them to pass Courage tests automatically, makes them the perfect choice to aid a Hero against Terrifying foes, where you can be sure they will be able to charge into combat.





Lords of Rohan™

In Pack 18's *Playing the Game*, we presented the forces of Rohan and many of the characters of the Rohirrim. Here we add two additional Heroes to that force.

Háma (Points Value: 55)



Háma is the Captain of the Royal Guard, challenging those who would gain an audience with King Théoden. In battle he is charged with the safety of the king, aiding him in combat against his foes.

F	S	D	A	W	C	Move	M	W	F
4/4+	4	6	2	2	4	14cm/6"	2	1	0

Wargear:

Sword (hand weapon)
and heavy armour.

Options:

Horse 10 points

Special Rules:

Protect the King! (see below), Expert Rider

Protect the King!

As Captain of the Royal Guard, it is Háma's ultimate responsibility to ensure Théoden's safety. If Háma is engaged in combat within 14cm/6" of Théoden, and the king is also engaged in combat, Háma may declare a Heroic Combat without spending a point of Might to do so. If Háma slays his opponent, he must then move to engage the enemies in combat with Théoden.



◀ **ROYAL PROTECTOR**
Háma calls a Heroic Combat to come to Théoden's aid.

Théodred (Points Value: 55)

Théodred, the son of King Théoden, is heir to the kingdom of Rohan. Skilled in battle, the young lord rides with the Rohirrim armies, keeping his people safe from the marauding bands of Orcs.

F	S	D	A	W	C	Move	M	W	F
5/-	4	6	2	2	5	14cm/6"	3	1	0

Wargear:

Sword (hand weapon)
and heavy armour.

Options:

Horse 10 points

Special Rules:

Expert Rider





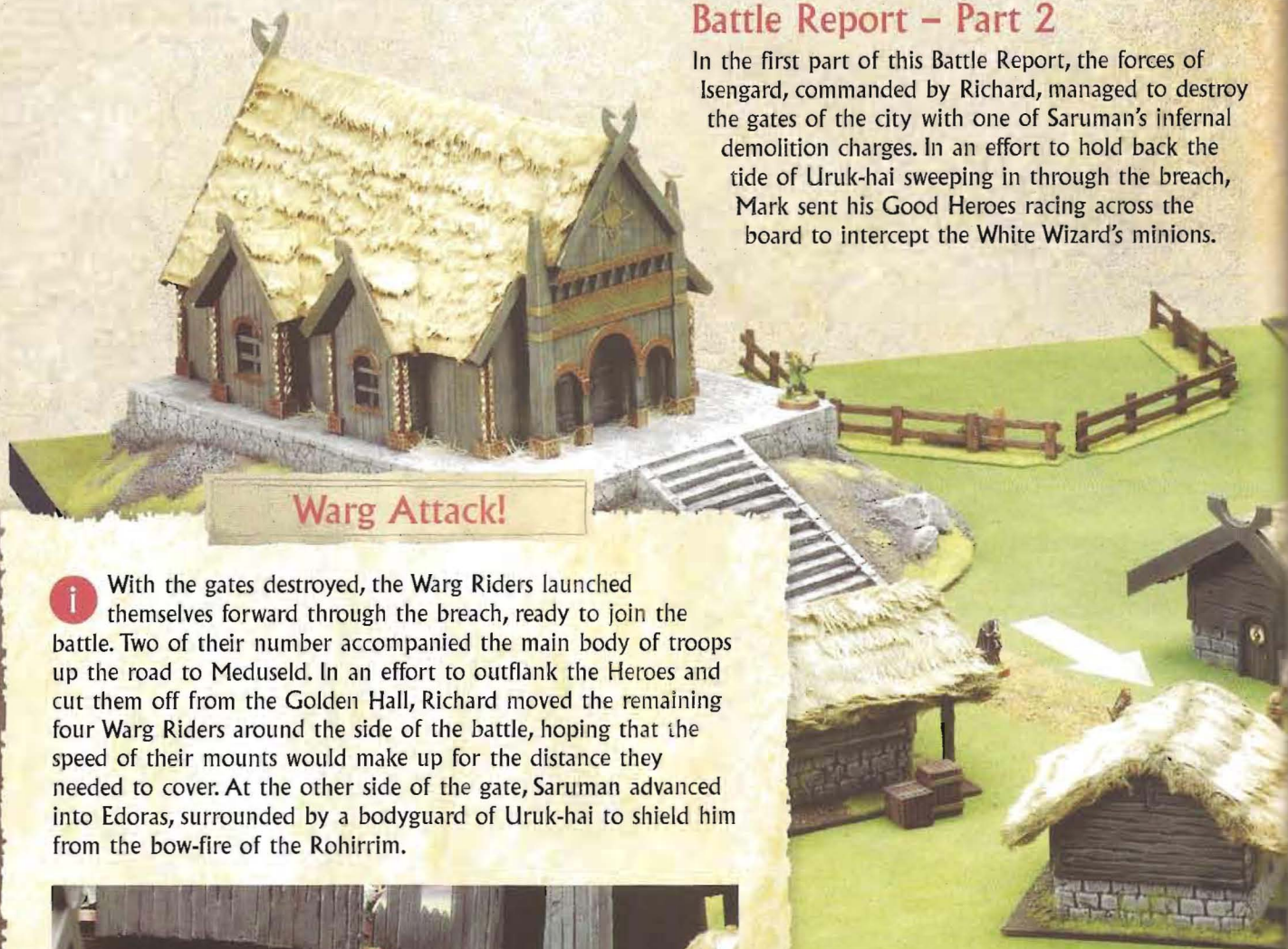
Assault on Edoras™

Turns 5-6

Rejoining the Battle Report from last Pack, the foul minions of Saruman are spilling through the shattered gates of Edoras as the White Wizard seeks to gain total dominion over the lands of Rohan.

Battle Report – Part 2

In the first part of this Battle Report, the forces of Isengard, commanded by Richard, managed to destroy the gates of the city with one of Saruman's infernal demolition charges. In an effort to hold back the tide of Uruk-hai sweeping in through the breach, Mark sent his Good Heroes racing across the board to intercept the White Wizard's minions.



Warg Attack!

i With the gates destroyed, the Warg Riders launched themselves forward through the breach, ready to join the battle. Two of their number accompanied the main body of troops up the road to Meduseld. In an effort to outflank the Heroes and cut them off from the Golden Hall, Richard moved the remaining four Warg Riders around the side of the battle, hoping that the speed of their mounts would make up for the distance they needed to cover. At the other side of the gate, Saruman advanced into Edoras, surrounded by a bodyguard of Uruk-hai to shield him from the bow-fire of the Rohirrim.



KEY

GOOD SIDE MOVES



EVIL SIDE MOVES

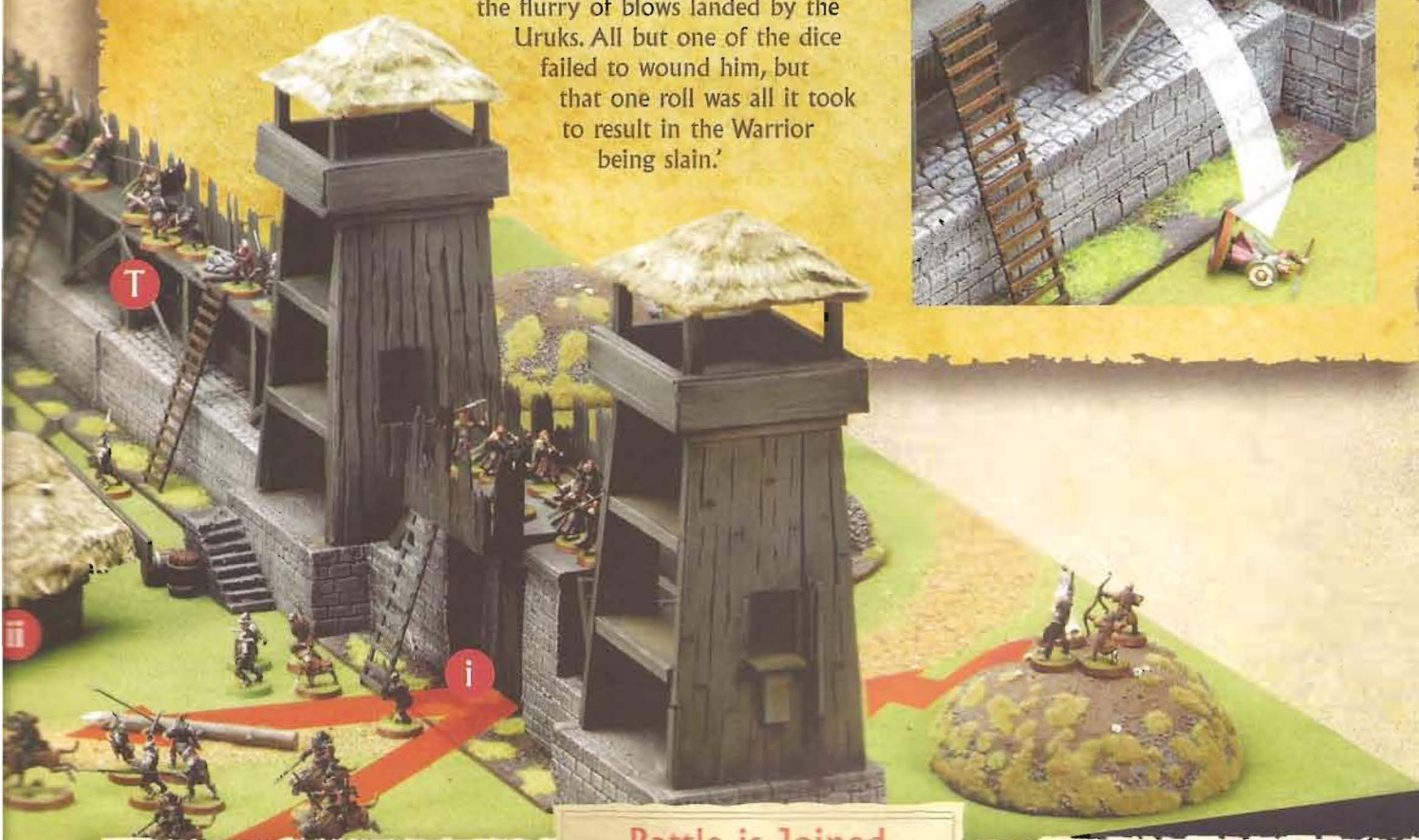


TACTICS



Desperate Leap

T Mark – ‘Up on the battlements, a lone Warrior of Rohan found himself trapped between two Uruk-hai, both supported by pike-armed Warriors. To avoid taking double strikes due to being trapped, I chose that the unfortunate Warrior would leap from the battlements, thinking that while his chances of survival against six strikes at Strength 3 from the fall were low, they were marginally better than facing the flurry of blows landed by the Uruks. All but one of the dice failed to wound him, but that one roll was all it took to result in the Warrior being slain.’



Battle is Joined

ii Charging down the path, the Good Heroes crashed into the vanguard of Saruman's forces. A Warg Rider fell to a mighty blow from Gimli's axe, and Aragorn slew two members of the battering ram crew. Meanwhile, Gamling left the path, rushing to the walls. Mark hoped that the fighting prowess of this Hero of Rohan would bolster the defence of the palisade, which was in danger of being overrun by the Uruk-hai of Isengard.





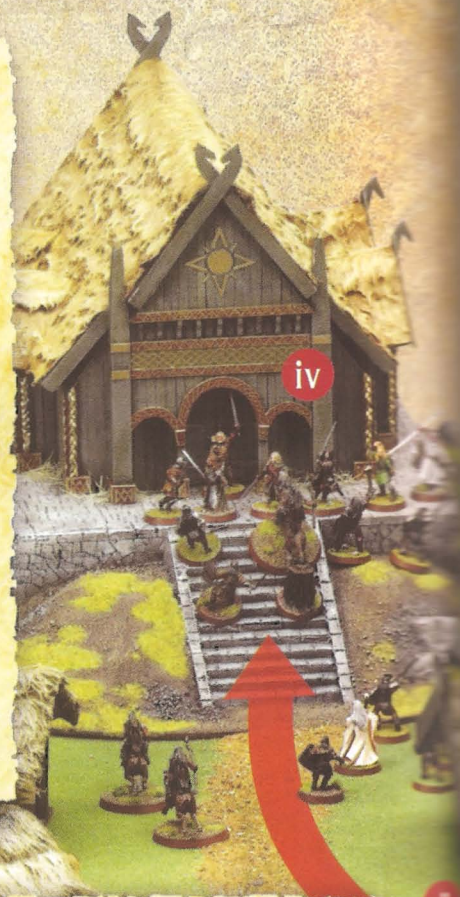
Retreat to Meduseld™

Turns 7-11

Despite mounting a valiant defence, the Heroes defending Edoras are forced to fall back to the Golden Hall of Meduseld, as the forces of Saruman threaten to overwhelm the defences.

Heroic Sacrifice

i Due to the sheer weight of numbers of the army of the White Hand and the debilitating presence of Gríma, Mark decided that his Heroes' position near the gates of Edoras was untenable, and made the decision to fall back to the Golden Hall. However, Gimli, with his comparatively low speed of movement, was not in a position to disengage from the Uruk-hai swarming through the gates. Mark therefore positioned the doughty Dwarf to tie up as many of the Isengard force as possible, giving the other Heroes the opportunity to retreat. His gambit paid off but, overwhelmed and outnumbered, Gimli was cut down by the advancing Uruks.



Charge of the Rohirrim

ii The start of Turn 10 heralded the arrival of reinforcements for Mark's forces, as Éomer and his Rohirrim arrived on the table. In anticipation of this, having overwhelmed the Rohirrim deployed there, Richard left a small group of Uruk-hai to guard the gatehouse, accompanied by the Orc archers. The Riders made short work of a lone Uruk-hai pikeman, but the ploy was sufficient to hinder their movement for another turn.





The Walls Fall

iii As the Uruk-hai ladder teams fought their way over the walls, the Rohirrim put up a valiant defence, but were slowly and surely overwhelmed by the superior fighting abilities of their attackers. Gamling, having reached the foot of the walls, confronted one of the Uruk-hai Captains, accompanied by a number of other Warriors and, despite holding them up for a turn, was cut down by his foes. However, as they advanced, Legolas – waiting outside Meduseld – slew two of Gamling's killers with well-placed arrows.



Sorcerous Power

iv As Mark's remaining Heroes fell back, the Warg Riders attempting to outflank them emerged from behind the buildings. Mark decided that the best way to deal with this threat was to continue his retreat, while targeting them with Gandalf's Sorcerous Blasts. Two of the Wolves of Isengard fell to the Wizard's magic, meaning it would be at least another turn or two before the remaining Wargs could reach the Heroes.





Defence of the Hall

Turns 13-22

There is still everything to play for as Richard's forces advance towards Mark's Heroes. But Éomer and his Riders have made it through the gate and are closing in fast.

The King Retreats



i As the Heroes reached the stairs of the Golden Hall, Théoden was wounded in his combat against a group of Uruks. To make sure the king was protected, Mark moved him to the doors of Meduseld, and positioned Háma, Éowyn and Aragorn to defend the stairs against the advancing horde. Saruman and his bodyguards advanced on the Heroes, and the White Wizard conjured a Sorcerous Blast at the king, forcing Théoden to spend a Fate point to avoid being slain. While the king retreated into the hall, Gandalf responded with a Sorcerous Blast of his own, wounding his former ally.

Rearguard Attack

ii Having cut their way through the Uruks guarding the gatehouse and lost two of their number to the Orcish archers, Éomer and his Riders crashed into the rear of the Evil lines, cutting down several of Richard's Orcs with their mighty charge, combined with their thrown spears. Suddenly, Richard found his forces trapped between the Heroes defending the stairs to Meduseld, and the fury of Éomer's riders.





The Steps Fall

T Richard – ‘With Éomer’s Rohirrim threatening to trap my warriors between the two parts of Mark’s forces, I realised that I needed to break the deadlock on the stairs of the Golden Hall quickly. Unfortunately, Éowyn and Háma were mounting a stalwart defence, beating back anything I could throw at them. Using the Wargs’ high Movement to my advantage, I brought them in to the side of Meduseld to attack Háma, robbing him of the advantage of defending a barrier. I then moved Saruman into position and directed a Sorcerous Blast at Éowyn. The gambit paid off, and two of Rohan’s Heroes fell to my coordinated attack.’



Final Fight

iv With the path to Meduseld cleared, Saruman pursued Théoden, intent on claiming the throne of Rohan. To prevent any of the remaining Good Heroes interfering, Richard moved Gríma to block the doorway. Inside, Théoden charged Saruman, but succeeded only in beating the White Wizard back. To gain access to the Hall before it was too late, Mark directed Gandalf’s Instantly Command power at Gríma, flinging him out of the doorway. Éomer then rode up the stairs and through the doors. In the final turn of the game Richard won priority and, realising that in a straight fight Saruman was no match for Éomer and was also too far from the throne, cast Immobilise on the Horse-lord and charged the Wizard into Théoden. In the resulting combat, Saruman landed a blow on Rohan’s king, and managed to score a wound. With no Fate points remaining, Théoden was slain and the Evil side had won the game!





Conclusions

The battle is now over, with Saruman the White victorious having defeated the noble defenders and slain King Théoden. Here, Mark and Richard reflect on the game and their respective performances in the deciding battle of the campaign.

THE FORCES OF GOOD

Mark – ‘That was a close-fought battle, and exciting to play for both sides involved. Unfortunately, a combination of factors, both within and out of my control, conspired to snatch victory from my grasp.’



◀ VALIANT DEFENDER

Unfortunately, despite Mark's best efforts, the Evil side overran his forces.

▶ SHATTERED GATES

Richard's siege specialists crash through the gates before the Good Heroes can arrive to stem the tide of the assault.



Disaster at the Walls

‘I think something that made life particularly difficult for my forces was the speed with which Richard's army overwhelmed my defences. In the first few turns, they not only destroyed the gate, but also made it past the defenders onto the battlements. From this point on, I was having to keep an eye on the Uruk-hai coming through the gate, as well as those swarming onto the walls. Had the gate held a little longer, giving my Heroes time to reach it, I have no doubt they could have prevented the Uruks from getting through, leaving them an easy target for Éomer's Riders once they arrived.’

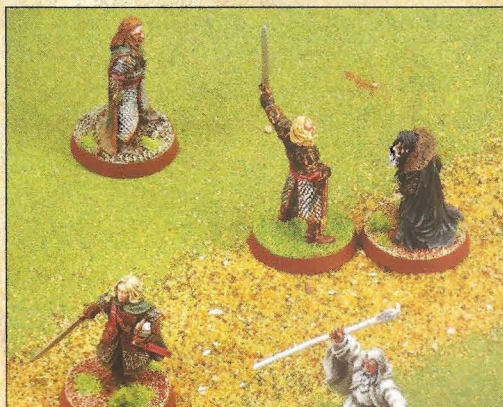
Delayed Retreat

‘With hindsight, once the gates had fallen it might have been a better idea to begin the Heroes' retreat to Meduseld immediately, rather than trying to take on the attackers coming through the gates. By the time my Heroes reached the Evil forces, they'd already had time to spread out and manoeuvre, meaning that they could bring their full weight of numbers to bear. When I eventually made the decision to fall back, this resulted in Gimli being left behind and overwhelmed. Had he survived to defend the Golden Hall, his mighty defensive abilities could have helped keep Richard's forces at bay for those crucial extra turns and won me the game.’

His Words are Poison

‘Throughout the game, Gríma was an unmitigated nuisance. He greatly reduced the effectiveness of my Heroes, and I think that without his malevolent presence, the Heroes would have had no trouble dealing with the troops besieging Edoras. Towards the end of the game, it became apparent

that the best way to deal with him was using Gandalf's non-harmful magic to move him where he wouldn't be as much of a problem. I just wish I had adopted this tactic earlier, as it could have swung the game in my favour.’



◀ FORK-TONGUED WORM

Grima proved a constant annoyance to the Good side from the early stages of the game, when he attacked Théoden.



THE FORCES OF EVIL

Richard – ‘This was an incredibly close-run game, with the outcome eventually coming down to the events of the very last turn. To be honest, I was lucky to win this – if only a few dice rolls had gone differently, the day would have been won by Mark and the forces of Good. I think had I been a bit more careful and focused on my objectives, I could have achieved a more decisive victory.’

► WASTED HEROES

Although highly effective on the walls, the Uruk-hai Captains spent too long away from the main focus of the battle.



◄ MIGHTY GENERAL

Richard's forces of Evil were victorious on the day.

Unfocused Tactics

‘I think one of the reasons the battle was so close was that I allowed myself to be distracted by elements of the game other than the objectives I needed to achieve. Although sending the ladder teams to attack the walls kept the Rohirrim manning the battlements occupied, once the door was breached, they could have been more useful in adding weight of numbers to the Evil warriors fighting Mark's Heroes. Also, it might have been a better idea to commit myself wholeheartedly either to killing Théoden, or to getting Saruman to the throne. I tried to keep both options open, which resulted in a lack of focus and momentum to my tactics.’

Magical Duel

‘One of the most exciting parts of the battle was the magical conflict between Saruman and Gandalf at its conclusion. After Grima was flung away from the doorway of Meduseld by Gandalf, allowing Éomer to charge in, I thought Saruman was really in trouble. Fortunately, I then had a run of good luck, first winning priority, meaning Saruman could immobilise Éomer, then winning the combat against Théoden. Ultimately, it was this succession of lucky dice rolls that won me the game.’

► BATTLE OF THE WIZARDS

Saruman and Gandalf struggle for magical supremacy at the climax of the battle.



*‘The days have gone
down in the west, behind
the hills, into shadow.
How did it come to this?’*

THÉODEN™

Treacherous Counsel

‘I couldn't have won this game without Grima. Although an utterly feeble fighter, his special rules were hugely useful for reducing the effectiveness of Mark's Heroes, particularly Aragorn, who was far less problematic than he usually is to an Evil player. Winning the previous game was hugely beneficial, as it meant Grima was able to make a nuisance of himself, slowing down the Heroes and preventing them from performing Heroic Actions, right from the start of the game.’



Háma™

In this Pack's Painting Workshop, we show you how to paint Háma, the Doorward of King Théoden's hall and Captain of the Rohan Royal Guard. This noble warrior is the latest Hero of Rohan in your miniature collection.



Háma is one of King Théoden's most loyal soldiers, holding the singular honour of being named Doorward of Meduseld. It is he who guards the King's Hall from intruders, ready for battle at a moment's notice. Painting Háma is quite straightforward, as he is very similar in appearance to other Royal Guard Heroes, such as Gamling. However, in this Painting Workshop, we will look at subtle ways of personalising the model. By using a slightly different colour palette to Gamling in Pack 51, Háma will look sufficiently individual, yet retain his Royal Guard uniform.

◀ DOORWARD OF MEDUSELD

Háma is one of the most trusted of King Théoden's warriors.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
CHAINMAIL
BLACK, BROWN AND
BLUE INKS
MITHRIL SILVER
SHINING GOLD
SCAB RED

DWARF FLESH
CHESTNUT INK
CATACHAN GREEN
BLEACHED BONE
DWARF BRONZE
BESTIAL BROWN
TANNED FLESH

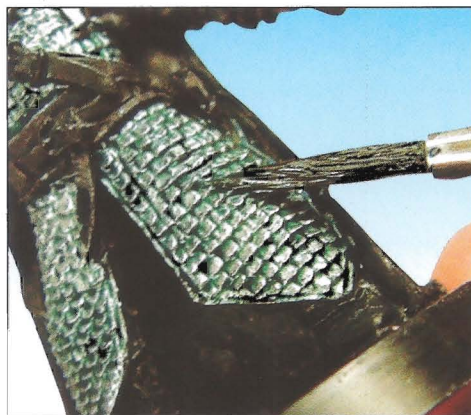
SKULL WHITE
SNAKEBITE LEATHER
FORTRESS GREY
SCORCHED BROWN
TERRACOTTA
GRAVEYARD EARTH
KOMMANDO KHAKI



1 Armour and Weaponry

After undercoating the model with Chaos Black, paint the scale armour and sword with Chainmail. Shade this with a wash made from a mix of Brown, Black and Blue inks. Reset the base colour by dry-brushing the metallic areas with Chainmail, before finally edging the sword with Mithril Silver.

The gold details on the gauntlets and boots, as well as the hilt of the sword, can be picked out in Shining Gold, and given a thinned-down wash of Brown ink. Before moving on, re-undercoat any areas of the model where the metallic paint may have strayed.



◀ A mix of inks gives a more natural shading colour than just Black ink alone.

► Carefully paint the sash and tunic with dark red tones.

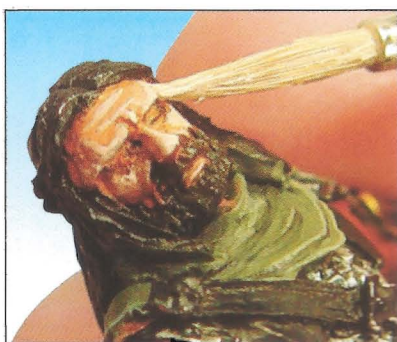


► Highlight the most prominent areas to bring the face to life.



2 Háma's Clothing

Paint the sash and visible parts of the tunic Scab Red. Add Dwarf Flesh to Scab Red and apply it as a highlight. Give the red areas a wash of Chestnut ink. Paint the green parts of Háma's cloak in exactly the same way as Gamling's from Pack 51. The metal trim can be painted with Dwarf Bronze with a little Bestial Brown added – a slight deviation from the colour scheme presented for Gamling. Highlight the trim with a mix of Dwarf Bronze and Mithril Silver.



◀ Dry-brush the hair with a small brush, taking extra care not to stray onto other painted areas.

3 The Face and Hair

Give the face a coat of Tanned Flesh, forming a strong base colour. Highlight this with Dwarf Flesh, leaving the Tanned Flesh showing through in the recesses. Shade the face with a wash of thinned-down Bestial Brown, before resetting the Dwarf Flesh layer. Finally, highlight the prominent areas with a mix of Dwarf Flesh and Skull White to finish the face. Háma's hair and beard are painted Bestial Brown and highlighted with a dry-brush of Snakebite Leather. Be very careful when dry-brushing these small areas, as you don't want to get any paint on the face.

4 Details

The boots, straps, scabbard and gloves can all be painted with a mix of Scorched Brown and Chaos Black. Add Fortress Grey to the mix as a highlight. Háma's belt is of red leather, and can be represented by painting it Terracotta, with a highlight of Tanned Flesh. A wash of Chestnut ink will enrich the colour of the belt and provide shading. Extra realism can be added to the model with weathering. Stipple Graveyard Earth onto the bottom of the cloak and the boots. Next, add Kommando Khaki to the Graveyard Earth and stipple this mix more sparingly over the same areas. To finish the model, make sure that all the buckles and details are picked out with Shining Gold, before basing the model in the usual way.



▲ The stippled weathering technique was first used on Uglúk in Pack 16's Painting Workshop.



▲ Háma, ready to lead his Royal Guard into action.



Rohan™ Towers and Gates

To guard the towns and cities of Rohan, the Horse-lords build great wooden towers and gates to stand against their enemies. In this Pack, we continue our construction of the Rohan defences, adding towers and gates to use with your walls.



The kingdom of Rohan has endured for many hundreds of years against marauding Orcs and brigands as well as invasion by its neighbours. The Rohirrim have had to learn the crafts of war well, training their armies and their famed Riders to repel enemies from all sides. They have also built solid defences against their attackers, protecting their people with high walls and strong gates. The lands of Rohan are protected by tall watchtowers and the keen eyes of Rohirrim soldiers.

In this Pack's Modelling Workshop, we build upon the techniques used last Pack to create the Rohan palisades. Here, we look at creating both towers and a gatehouse to complete your set of Rohan defences.

◀ DEFENCES OF ROHAN

The towers and walls of Edoras rise above the plains of Rohan.

YOU WILL NEED

In addition to the all the usual Modelling Essentials detailed in Pack 35, you will also need:

2½CM/1" THICK
STYRENE

FOAM CARD

DRESSMAKING PINS

BALSA WOOD ROD
AND SHEET

FUR FABRIC

HARDBOARD

LOLLIPOP STICKS

THIN CARD

SANDPAPER

TEXTURED PAINT

MODELLING SAND

STATIC GRASS

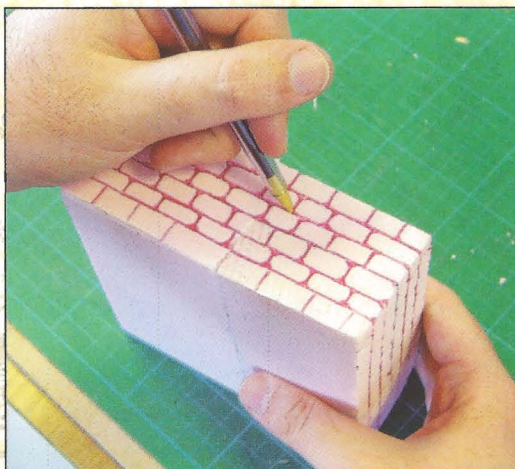
CHAOS BLACK,
CODEX GREY,
FORTRESS GREY,
SKULL WHITE,
CATACHAN GREEN,
SCORCHED BROWN,
SNAKEBITE LEATHER,
BUBONIC BROWN
AND BLEACHED
BONE ACRYLIC
PAINTS



Rohan™ Tower

1 Tower Foundations

The tower and gatehouse have similar foundations to those used on your palisade walls from last Pack. To build the foundations for your tower, cut two pieces of styrene, each 14cm/6" square. Glue these two squares of styrene together, one on top of the other, forming a single styrene block. Mark the styrene block with a stonework pattern in the same way as the foundations on your existing palisade walls.

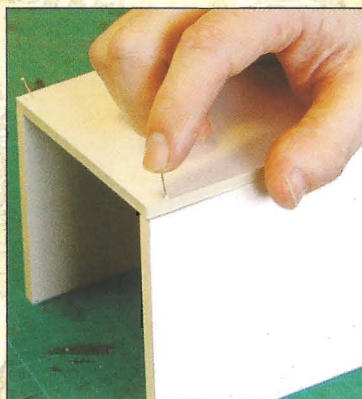


◀ MATCHING FOUNDATIONS

The foundations are created in the same way as the palisades so that they link together and match.

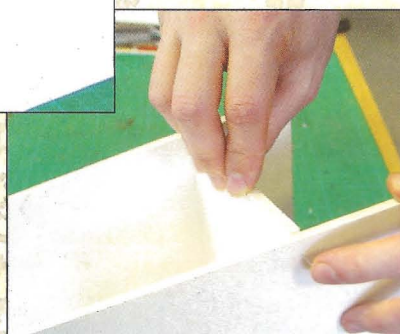
➤ TOWER WALLS

Dressmaking pins are an easy way to hold foam card in place while the glue is drying. Afterwards, the pins can simply be removed.



➤ TOWER FLOORS

You might need to trim the edges of the floors to fit them inside the tower comfortably.



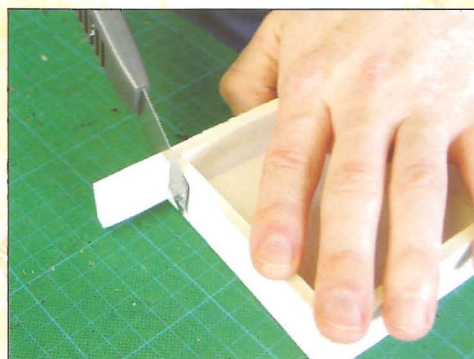
2 The Tower

The tower is a box made from foam card with one wall missing to allow you to place models inside. To make the tower, first cut out three pieces of foam card for the sides of this box. Each should be about 10cm/4" wide at the bottom, 18cm/7" long and 8cm/3" wide at the top, creating a tapered, rectangular wedge shape. Glue these three pieces of foam card together. Next, make the floors for your

figures to stand on. Place your tower on top of its foundations for a moment and mark where the first floor should go so that it is level with your palisade walls. Mark the second floor roughly halfway between the first floor and the top of your tower. When you have marked out where the floors will sit, measure the width of the tower at this point. Finally, use this measurement to make a foam card square for each floor and glue them into place.

3 The Observation Platform

The observation platform for the top of the tower is created next. Cut out a piece of foam card 13cm/5" square for the bottom of the platform and four foam card strips 13cm/5" long and 2cm/1" high to create a parapet. Glue these strips around the outside of the platform, trimming off any overhang at the corners. Once complete, glue the observation platform to the top of the tower. You can now attach your tower to the styrene foundation. Once your tower is firmly glued in place, mark and cut out a doorway – large enough for a miniature to fit through – on one of the walls next to the missing side of the tower. The doorway should be positioned in the centre of the wall, level with the first floor.



▲ TRIMMING THE EDGES

A straight, downward cut will remove any excess from the edges of the platform.

➤ FOAM CARD TOWER

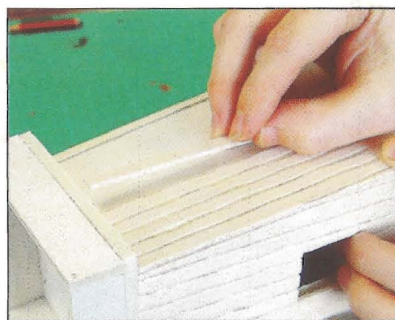
Your basic tower is now ready to have some details added to it.





4 Timbering the Tower

The next step is to use balsa wood to create the timber exterior, as well as framing for the doors and platform. Cut out some long, thin strips of balsa wood the same length as the foam card section of the tower. Taking the tapering of the tower and the position of the doorway into account, glue these strips around the outside of the three walls. Next, repeat the process on the platform. Again using strips of balsa wood, create framing for the doorway and the open side of the tower as well as the top of your platform's walls. Continue until you have covered all of the exposed foam card on the outside of the tower.

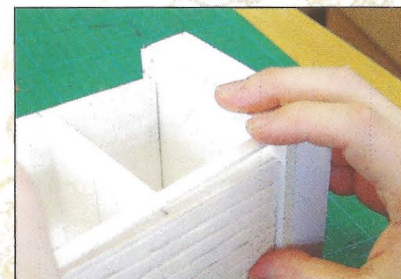


► FRAMING

Pieces of balsa wood can be cut to size to cover the exposed edges of the foam card and adding to the sturdy looking construction of the tower.

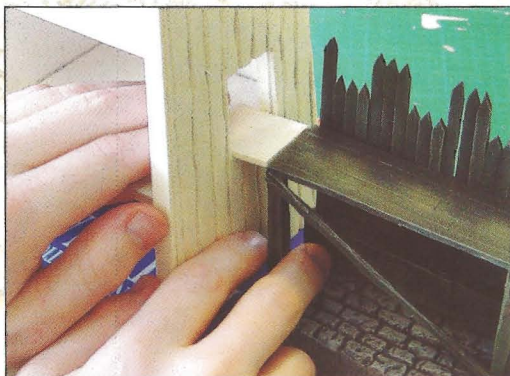
◀ COVERING THE FOAM

Balsa wood strips are cut to length and used to cover any exposed pieces of foam.



► WALLS AND TOWERS

When adding the walkway plank and extra wall pieces, use one of your palisades as a guide so they will fit together accurately.

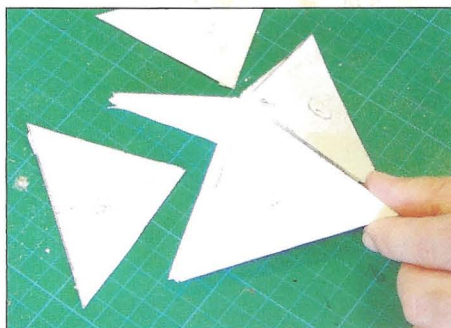
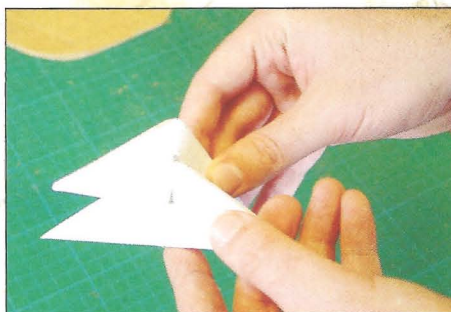


Balsa wood can also be used to create flooring for your tower levels. You will need to create a short plank leading from your doorway to allow it to join up with your palisade walkways as well as some extra upright planks to plug the gap when the palisade and tower are placed next to each other. As a final touch, you can add small marks across the length of the balsa wood timbers, making them appear to be made of shorter planks. Using a hobby knife, you could also shave away balsa wood from the corners of the timbers, to give a weathered effect.

5 Making the Tower Roof

The tower has a small, pyramid-shaped thatched roof. To build this, first cut out two triangles from foam card, each with a bottom edge that will reach between opposite corners of the platform and 2cm/1" high in the middle. Cut a slot into the centre of the bottom edge of one of the triangles and down from the point of the other, allowing you to slide them together creating the pyramid-like frame. Then, cut out four card triangles to lay onto this frame, each large enough so that together they will cover it completely. Once these have been glued in place, cover your pyramid-shaped roof in fur fabric. The thatching on the roof is created in the same way as for the Rohan cottages from Pack 50.

Finally, you'll need to make some wooden pillars for your roof to sit on. Use four pieces of balsa wood rod to create these support pillars and glue these into each of the corners of your tower platform. Make sure they are high enough to allow a model to be placed in the tower. Don't glue the roof to the tower, as this will make it easier to position models later.



▲ CARD TRIANGLES

Each of the four facets of the tower roof is made from a card triangle.

◀ ROOF SUPPORT

Two card triangles fitted together form the support for your roof.

► WATCH TOWER

The tower is now ready to be painted.





Wooden Gatehouse

1 Making the Gatehouse

The gatehouse is constructed using similar techniques to those used on the Rohan palisades. First, create a hardboard base the same length and width as those used for the palisades. Next, make a styrene foundation in the same way as shown in last Pack, only this time leave a gap about 10cm/4" wide in the middle for the gateway. Create two smaller styrene blocks to place on either side of the centre gap, forming pillars to frame your gateway. These pillars should each be about 5cm/2" square. Glue them onto the foundation next to the gateway, creating a step effect. Finally, add sloping earthworks to the front of the foundations just as in Pack 52.



▶ CREATING THE GAP

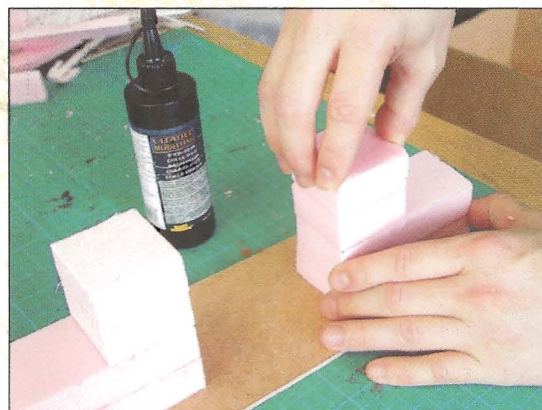
Glue the foundations in place with a gap of about 10cm/4" in the middle.

'I fear for the survival of Rohan... the defences have to hold.'

GANDALF THE WHITE™

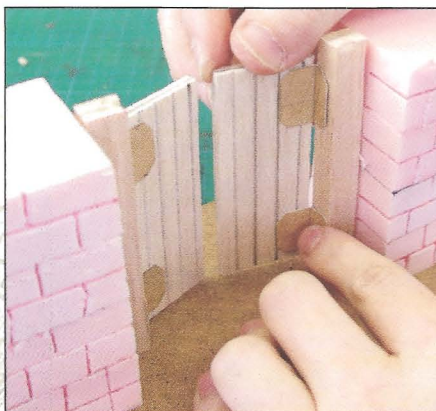
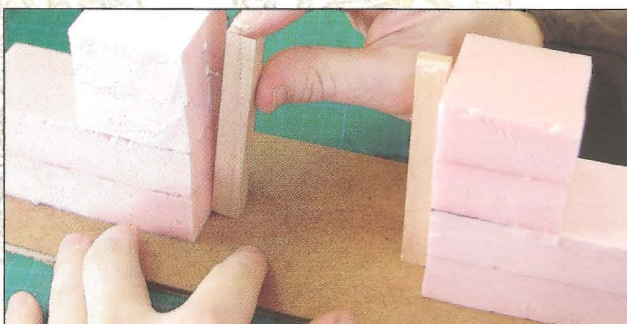
▶ FOUNDATION PILLARS

Extra sections of styrene are glued onto the foundation to create the stepped effect of the gateway's pillars.



▶ FRAMING THE GATE

Creating a frame for the gate increases its strength and provides a solid anchor for your gate hinges.

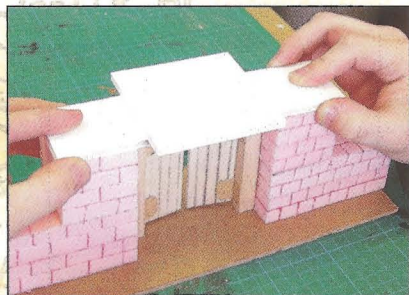


2 Making the Gate

First, create the wooden support frame for the gate. Cut two lengths of thick balsa wood rod and glue them into place on either side of the gateway, as shown. Next, cut a piece of card that is the same size as the gap between the two support posts. Divide this card into two equal halves to make your gates and then cover each with balsa wood. Score the balsa to give the impression of sturdy planks. Hinges can be made for the gate by cutting out four small tabs from a piece of card. Glue two of these to each gate, spacing them evenly at the top and bottom. Once they are firmly attached, place each within the gateway and glue the other end of the card tabs to the support frame.

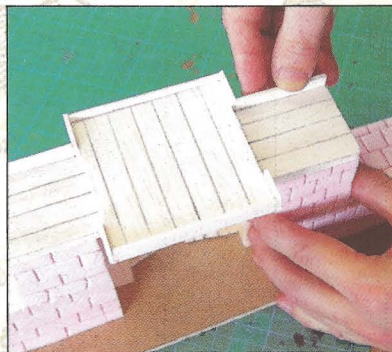
▶ CARD HINGE

Before the glue is completely dry, it is a good idea to test that the gates can open and close properly. If they don't, trim the edges with a craft knife.



◀ BRIDGING THE GAP

The foam card bridge forms the top of the gateway.

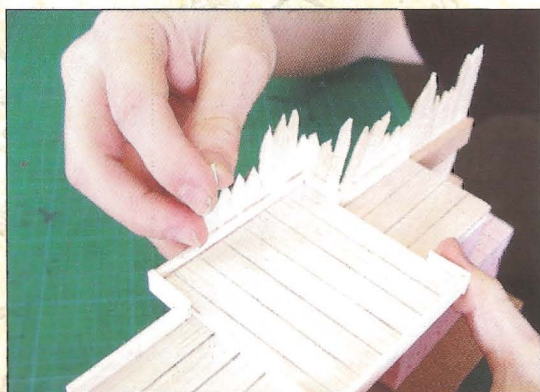


▶ GATEHOUSE PLATFORM

Placing balsa wood around the edges as shown creates a stable basis for you to attach the timber palisades.

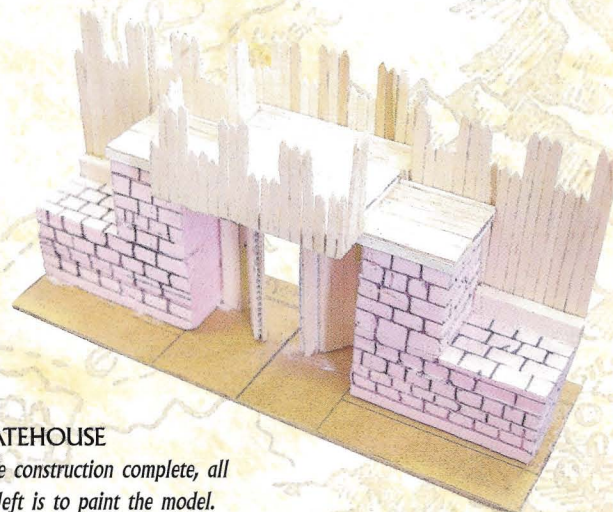
4 Timbering the Gatehouse

Using balsa wood or lollipop sticks, timber the gatehouse in the same fashion as the palisades from last Pack. Remember to use different lengths to create crenellations that will match those on the main walls.



◀ WOODEN TIMBERS

The same crenellation pattern that featured on your walls is used again here.



▶ GATEHOUSE

With the construction complete, all that is left is to paint the model.

5 Painting the Models

Just like last Pack, the rocky earthworks at the front of the gatehouse need a coat of textured paint, while the road leading through the gate is covered in sand. After undercoating with black paint, the foundations are dry-brushed, first with Codex Grey and then with Fortress Grey. A final, light dry-brush of Skull White completes the look of the foundations. All the wood is dry-brushed with Catachan Green and then again with a Catachan Green and Codex Grey mix. A lighter dry-brush of Fortress Grey is applied to the edges. The earthworks and road are painted Scorched Brown and then given a light dry-brush of Codex Grey. Finally, the thatch roof on the towers is painted in the same way as shown in Pack 50.



◀ PAINTING THE TIMBER

Adding green to the wood colour gives these walls a distinct Rohan appearance.



▶ MASONRY

Codex grey is a suitable colour for these foundations.



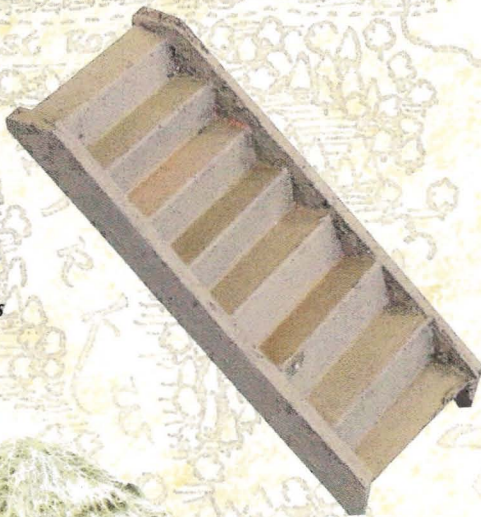
◀ **MARK OF ROHAN**
This gate is adorned with two golden hounds made from card cut-outs.

Additional Details

Although your walls, towers and gatehouse are ready for the battlefield, there are some finishing touches you can add. When using long lengths of walls it is often worth creating extra sets of ladders and stairs. These simple constructions are made from either styrene or balsa wood and help to complete your fortifications, ensuring that you have clear ways for your models to move onto and off the walls and towers. Another simple detail involves using card to create a unique design for your gate, as shown. Finally, add patches of static grass to match your existing palisade walls.

▶ **STAIRWAYS**

Create as many of these as you like to provide access for your miniatures to all parts of the fortifications.



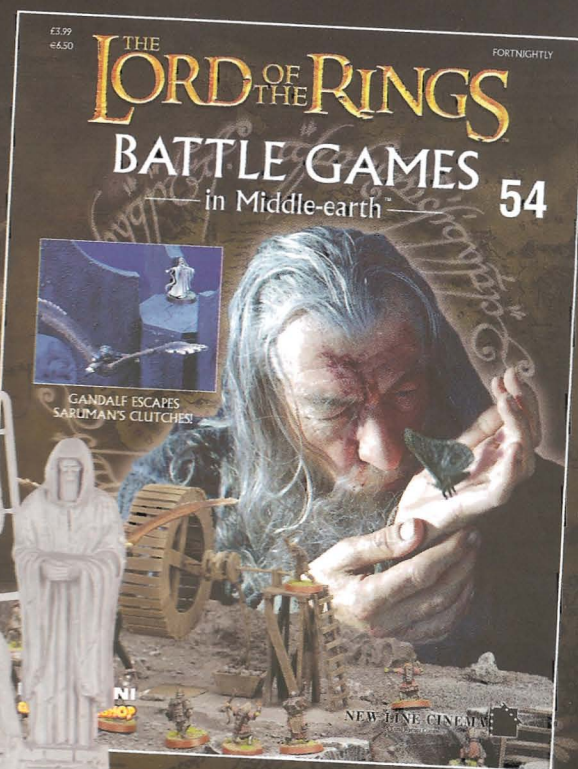
◀ **GATEWAY TO EDORAS**

High wooden walls and watchtowers, such as these, surround the city of Edoras and protect it from its foes.

IN YOUR NEXT GAMING PACK...

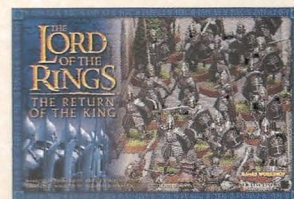
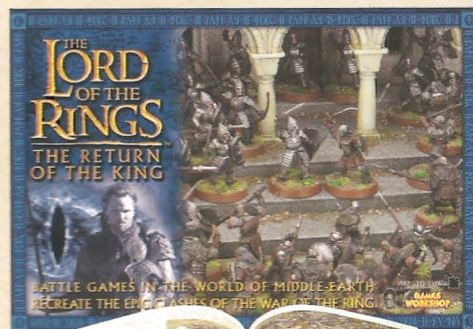
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