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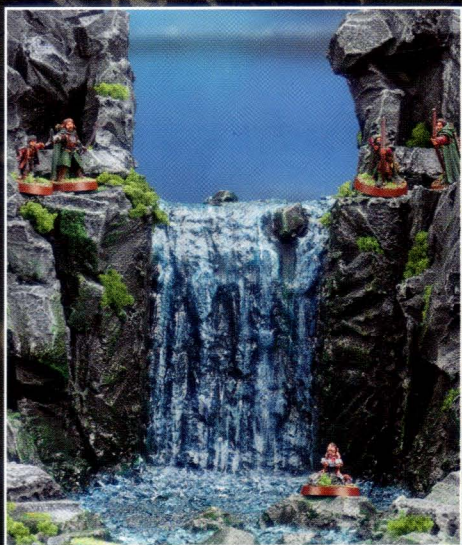
FORTNIGHTLY

THE LORD OF THE RINGS

BATTLE GAMES

— in Middle-earth —

63



THE RINGBEARER IS
CAPTURED BY FARAMIR!



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THE LORD OF THE RINGS

BATTLE GAMES 63 — in Middle-earth™ —



Guide to Middle-earth™ 1

Discover the tragic story of Sméagol – the pitiful creature whose treachery would turn him into the malevolent Gollum.



Playing the Game 2-3

In this Playing the Game we present the full rules for using Gollum in your Battle Games.



Battle Game 4-11

In this Pack we present two scenarios – 'The Forbidden Pool', where Gollum must escape Faramir's Rangers, and 'Shelob's Lair', where Frodo is in mortal peril.



Painting Workshop 12-15

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Modelling Workshop 16-21

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Gollum™ and The Ring™

After the fall of Isildur at the Gladden Fields, The One Ring came into the possession of the creature Gollum. In the long time that has since passed, his mind and body have been twisted and corrupted by The Ring's malevolent influence.

Many years before the events of the War of The Ring, two young river folk – Hobbit-like creatures – named Sméagol and Déagol, were fishing in the River Anduin. There, lying on the bed of the river, Déagol discovered a ring. Unknown to both of them, this was the Ring of Power, which had slipped from Isildur's finger as he attempted to escape the Orcs that had ambushed him at the Gladden Fields. When Déagol showed his new treasure to his friend, Sméagol was overcome by a desire to possess it. Sméagol killed Déagol and took The Ring for himself. After this act of murder, Sméagol was shunned by his people and driven away into the Misty Mountains. The Ring extended his lifespan, and slowly drove him mad over long years of solitude until, eventually, he was transformed into the creature known as Gollum.

In this Pack's Playing the Game, we provide you with rules for using this character in your games. In the Battle Game, we present two scenarios in which Gollum can be used – Shelob's Lair and the Forbidden Pool. In Painting Workshop, we show you how to paint your metal Gollum miniature, included with this Pack, as well as demonstrating techniques for painting eyes on your figures. Finally, Modelling Workshop looks at how to make a waterfall and pool, which can be used to represent the Forbidden Pool of the Gondorian Rangers in your Battle Games.

'Sméagol hates nasty hobbitses! Sméagol wants to see them dead!'

SMÉAGOL™

*'What's it saying,
my precious, my love?
Is Sméagol
losing his nerve?'*

GOLLUM™



▲ WRETCHED CREATURE

Gollum's entire existence is driven by his need to once again possess The One Ring.





Gollum™

The creature Gollum has stalked the shadows for hundreds of years. The power of The One Ring has sustained him, but at the cost of his sanity. Here we present the rules for including this nefarious creature in your Battle Games.



Twisted from the start, Sméagol killed his friend to claim The Ring as his own. Shunned by his people for his displays of wickedness, Gollum drifted into the wilds, living in deep caves far from civilised lands. Eking out a pitiful existence on fish and carrion, Gollum uses The Ring's gift of invisibility to hunt his prey and to hide from the Goblin denizens that inhabit the Misty Mountains. His only companion was his 'precious', The One Ring – until he lost it and it was found by Bilbo. Driven mad by his solitude, Gollum is desperate to recover The Ring at any cost.

◀ TWISTED CREATURE

Gollum's sanity is almost beyond salvation, causing him to display erratic behaviour.

Using Gollum in Your Games

Gollum is an Evil model that has no points value – he is effectively free. However, he can only be included in an Evil force if your opponent has included a Ringbearer model such as Bilbo or Frodo. Gollum is not set up with the rest of the Evil force. Instead, he is deployed only after both sides have set up their models, after which the Evil player may place Gollum anywhere within 14cm/6" of the Ringbearer. In cases where the Ringbearer sets up at a later point during the game, Gollum is deployed within 14cm/6" of him at the same time.



▲ NEVER FAR FROM THE 'PRECIOUS'

Gollum can start the game within range to charge the Ringbearer from the first turn.



Gollum (Points Value: 0)

Consumed by hatred and remorse, Gollum's mind has fractured into two distinct personalities, making his behaviour unpredictable. Despite this, neither side can bear to be separated from 'the precious' and will do anything to regain The Ring.

F	S	D	A	W	C	Move	M	W	F
4/-	4	4	2	2	4	12cm/5"	1	0	1

Wargear:
None

Special Rules:
Pitiable
Split Personality



Pitiable

To most, Gollum is a wretched creature, worthy of pity rather than hate. To represent this, as long as the Ringbearer is alive, no Good model – including the Ringbearer – can target Gollum with a ranged attack or magic, nor can they strike blows against him in combat. Good models are allowed to charge and fight Gollum in the Fight Phase but will not cause any wounds if they win. If the Ringbearer dies, however, then Gollum becomes an enemy and can be shot, fought and targeted with spells as normal.



◀ TAKING PITY

Although Faramir has defeated Gollum in combat and pushed him back, he does not roll to wound, as he will not kill Gollum while Frodo is alive.

Split Personality

Two distinct personalities vie for control of Gollum's actions – the remorseful Sméagol and the hate-filled Gollum. To represent this, whichever player has Priority each turn can control Gollum's actions. The player can move, charge and fight with him as if he were a normal part of his force. However, during the Move phase, the player in control must always use Gollum's movement to place him to within at least 14cm/6" of the Ringbearer. If Gollum cannot get this close to the Ringbearer then he must move as close as possible to him instead. If, in the Evil player's turn, Gollum charges and kills the Ringbearer, then he will recover The Ring. He will immediately put it on and run away – remove Gollum from play, counting him as a casualty.

► SAFE DISTANCE

The Good player has Priority and moves Gollum to within 14cm/6" of Frodo. He then moves Frodo away from Gollum so that if the Evil player gets Priority next turn he cannot use Gollum to charge the Ringbearer.

'Master betrayed us! Wicked, tricky, false. We ought to wring his filthy little neck.'

GOLLUM™





The Path to Mordor™

After the breaking of The Fellowship at Amon Hen, Frodo and Sam set out alone for Mordor. Along the way they meet the pathetic creature Gollum, who offers to be their guide. However, his treachery soon leads them into danger.



Shortly after Frodo and Sam begin their journey through Eryn Mui, they cross paths with a treacherous creature known as Gollum. Feeling compassion for him, Frodo allows him to act as their guide and lead them into Mordor. Along the way they must brave many dangers, as Frodo tries to complete his quest to destroy The Ring – hindered at every turn by the treachery of Gollum and his undying lust to be reunited with his ‘precious’.

In this Battle Game, we follow the journey of Frodo, Sam and Gollum, presenting two scenarios. The first is ‘The Forbidden Pool’, in which the three unlikely companions attempt to escape from an Orc attack with the aid of Faramir’s Rangers. The second scenario, ‘Shelob’s Lair’, recreates Frodo’s encounter with the great spider and Sam’s heroic efforts to rescue his friend.

◀ DANGEROUS JOURNEY

Frodo and Sam tread the perilous path to Mordor.

THE COMBATANTS

For ‘The Forbidden Pool’ scenario the Good player will need Faramir and the 12 card figure Rangers from Pack 26. In addition, he will require Frodo and Sam. The Evil player will need three Orc Captains (Gorbag and Grishnákh can represent two of these), as well as 24 Mordor Orc miniatures included in previous packs. He will also require the Gollum model included in this Pack.

In the ‘Shelob’s Lair’ scenario, the Good player will need Frodo and Sam while the Evil player will require Gollum and the Shelob card figure included with this Pack.



▲ GIANT SPIDER

Shelob is a fearsome monster, easily the match of most warriors.



▲ QUESTING CHARACTERS

Frodo and Sam take the long journey to Mordor together.



The Forbidden Pool

Orcs have attacked the camp where Frodo, Sam and Gollum are being held. Faramir, Captain of the Rangers, knows the importance of Frodo's quest and decides to aid their escape and protect them from the attackers.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Faramir	5/3+	4	5	2	2	5	14cm/6"	3	2	2
Ranger	4/3+	3	4	1	1	3	14cm/6"	-	-	-
Frodo	3/3+	3	6	1	2	6	10cm/4"	3	3	3
Sam	3/3+	2	3	1	2	5	10cm/4"	1	1	2
Orc Captain	4/-	4	5	2	2	3	14cm/6"	2	1	1
Mordor Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Gollum	4/-	4	4	2	2	4	14cm/6"	1	-	1

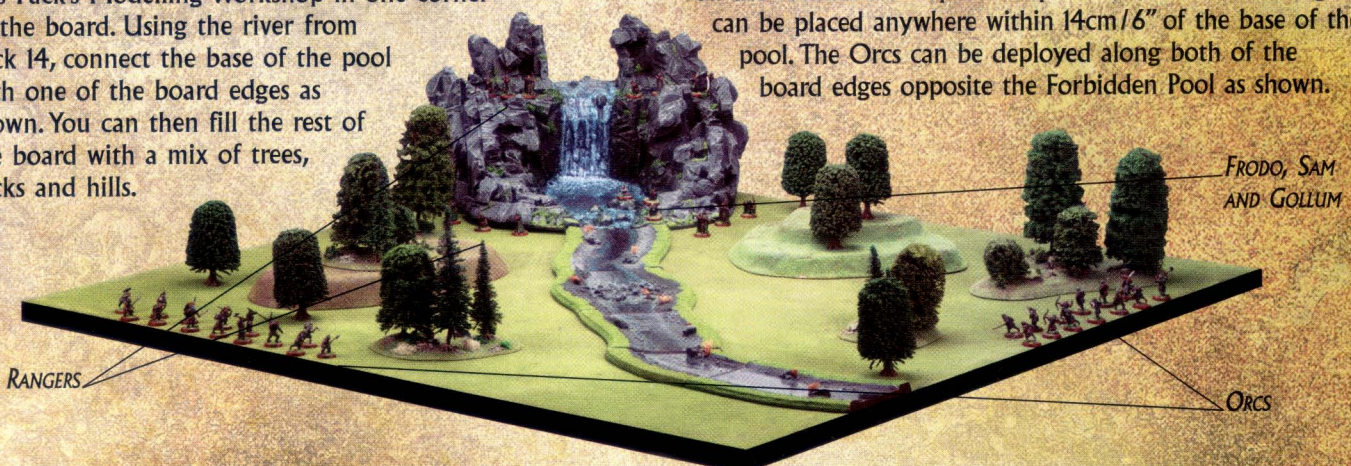
NB. All models are armed and armoured as depicted on the model. Models with a shield add 1 point to their Defence.

The Gaming Area

This Battle Game is played on a 120cm/4' square board. Place the Forbidden Pool from this Pack's Modelling Workshop in one corner of the board. Using the river from Pack 14, connect the base of the pool with one of the board edges as shown. You can then fill the rest of the board with a mix of trees, rocks and hills.

Starting Positions

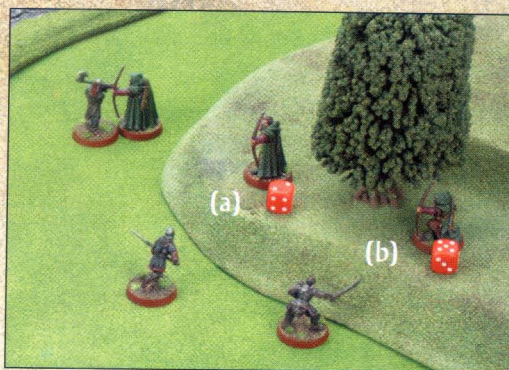
Frodo, Sam and Gollum are deployed at the base of the pool. Faramir and up to half of the Rangers are deployed on the rocks at the top of the pool. The rest of the Rangers can be placed anywhere within 14cm/6" of the base of the pool. The Orcs can be deployed along both of the board edges opposite the Forbidden Pool as shown.



Special Scenario Rules

Night Attack

The Orcs have chosen to attack the Rangers' camp in the middle of the night. As the Men and Orcs only have the scant moon or starlight to help them find their foes, they must make a spotting check before they can shoot or charge an enemy. Roll a dice if a model wishes to move into combat or fire a missile weapon. On a 1, 2 or 3, the warrior has lost sight of his target in the gloom and cannot charge or shoot them this turn. In addition, the time spent searching for their foe means they cannot move or shoot at all until next turn. On the score of a 4, 5 or 6, they have spotted their target and may charge or shoot them as normal. Note that in the case of Volley Fire, only a single model in your force needs to see the intended target. Gollum is unaffected by the Night Attack rules, as he can function just as well in darkness as in light.



◀ **NIGHT FIGHT**
The first Ranger (a) has rolled a 2 and so has failed to see his target. The second (b) has rolled a 5 and can shoot the Orc as normal.

▶ **CREATURE OF DARKNESS**
Gollum charges the Ranger without needing to roll to see him.



The Forbidden Pool

The Forbidden Pool and the river that runs from it can be negotiated by swimming. However, both are deep and have strong currents that can be treacherous to the unwary. Models can swim across both the pool and river, using the 'Swimming' Special Scenario Rule presented in Pack 50. Gollum is a natural swimmer and always adds 1 to any swimming rolls he is required to make.

◀ **EXPERT SWIMMER**
Both Gollum and the Ranger roll a 1 for their Swim test. However, while the Ranger drowns, Gollum adds 1 to his roll, meaning he will still swim half his move.

WINNING THE GAME

Frodo and Sam must try to escape from the Forbidden Pool and continue their quest to Mordor.

- The Good side wins if Frodo and Sam move off either of the board edges where the Orcs deployed, as shown in the Starting Positions.
- The Evil side wins if either Frodo is killed or if all the Rangers (including Faramir) are slain.
- The game is a draw if Frodo makes it off the board but Sam is killed.





GOOD TACTICS

Fire Superiority

As the Good player, one of your strengths is the number of missile weapons in your force. You should try to use this to your advantage as often as you can, thinning out the ranks of Orcs before they can close with your warriors, as well as picking off any Orcs that get too close to Frodo and Sam. In addition to this, it can be advantageous to leave a group of Rangers atop the Forbidden Pool. If you use six or more, these warriors will be able to Volley Fire across most of the board.



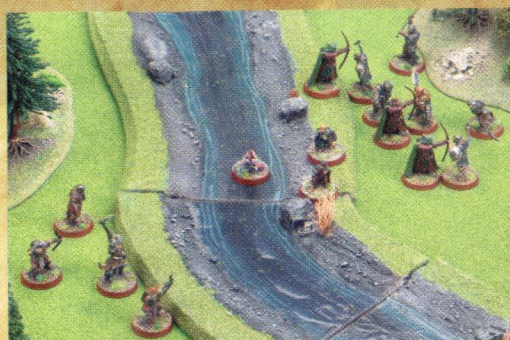
◀ SHOT IN THE DARK

Even with the 'Night Attack' rules in effect, about half your Rangers will still be able to fire.

EVIL TACTICS

Patrol the Borders

While you will want to send most of your Orcs forward to attack the Rangers and the Hobbits, it is worth holding back some warriors to protect the board edges. These warriors can then react to any of the Hobbits that get past your assault and prevent them from leaving the board.



◀ LAYERED DEFENCE

Holding some of the Orcs back makes it harder for the Hobbits to slip past and off the table.



Using Gollum

In addition to using Gollum to attack Frodo, he can also be used to block the path of enemy models and assist your own models. Remember, as long as you control him he counts as one of your models and can benefit from your Heroic actions. You can also lend him a supporting attack with one of your spear-armed Orcs. As Gollum is also immune from attack by Good warriors until Frodo is killed, he makes a good choice to hold up Heroes such as Faramir. However, try not to plan too far ahead, as you may only have control of him for one turn.

◀ LITTLE MURDERER

Gollum takes advantage of the Heroic Move called by the Orc Captain and charges Frodo, while an Orc warrior moves in to support him with a spear.



Shelob's™ Lair

The Cirith Ungol pass is a place of jagged rocks and dark, gloomy caves. It is also home to the deadly creature Shelob. Following Gollum's instruction, Frodo unwittingly enters the giant spider's lair and becomes her prey.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo	3/3+	3	6	1	2	6	10cm/4"	3	2	3
Sam*	3/3+	2	3	1	2	5	10cm/4"	2	2	3
Shelob	7/-	7	7	1	6	4	14cm/6"	-	6	-
Gollum	4/-	4	4	2	2	4	14cm/6"	1	0	1

* As this scenario occurs during *The Return of the King* movie, Sam has improved statistics.

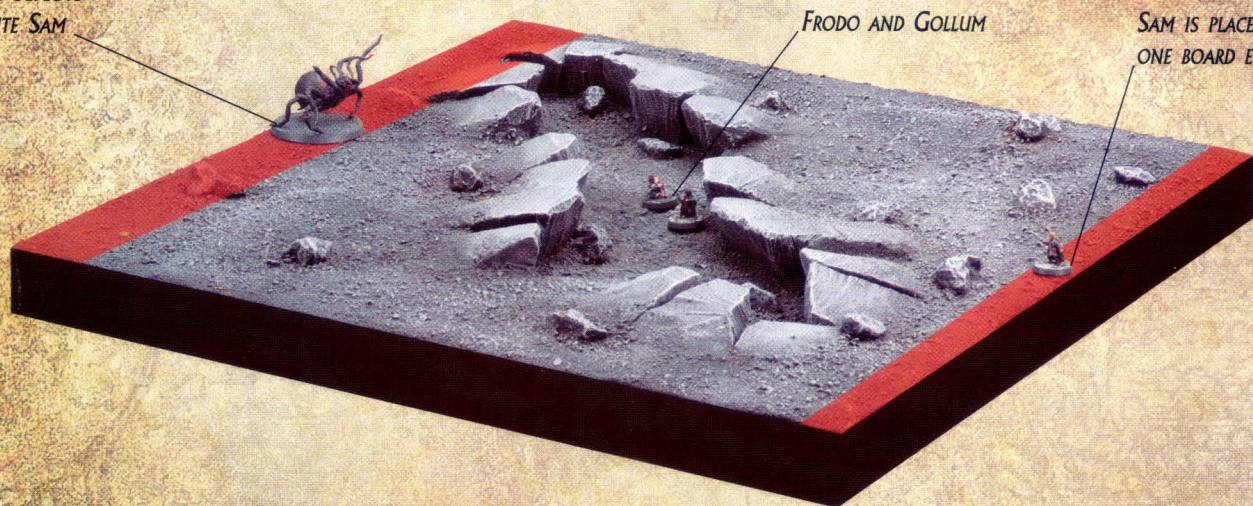
The Gaming Area

To create the gaming area, use one of the modular Mordor boards from Pack 44's Modelling Workshop.

Starting Positions

Frodo and Gollum are set up in the centre of the board. Sam is then deployed anywhere along one edge and Shelob is placed anywhere along the opposite edge.

SHELOB DEPLOYS
OPPOSITE SAM



FRODO AND GOLLUM

SAM IS PLACED ON
ONE BOARD EDGE



Special Scenario Rules

The Spider's Lair

Shelob's Lair is an evil place, littered with the bones of Orcs and animals. It is filled with dark, twisting passages and dank, gloomy pits choked with webs ready to snare careless trespassers. While neither Gollum and Shelob are hindered by the darkness of the caves, Frodo and Sam are both subject to the 'Night Attack' Special Scenario Rules as detailed in the Forbidden Pool Battle Game on page 6.

► HAUNT OF EVIL

Shelob's Lair is a foul place of terrible evil.



Paralysed Heroes

Shelob's sting carries with it a powerful poison, which can incapacitate her victims in seconds, allowing her to drag them back to her lair to be consumed. During the Battle Game, Frodo, Sam or Gollum may be paralysed by Shelob, as detailed in her special rules presented in Pack 41. Any model that is not currently in combat, and is not paralysed itself, can drag the victim up to half its maximum move in the Move phase.

◄ HELPLESS HOBBIT

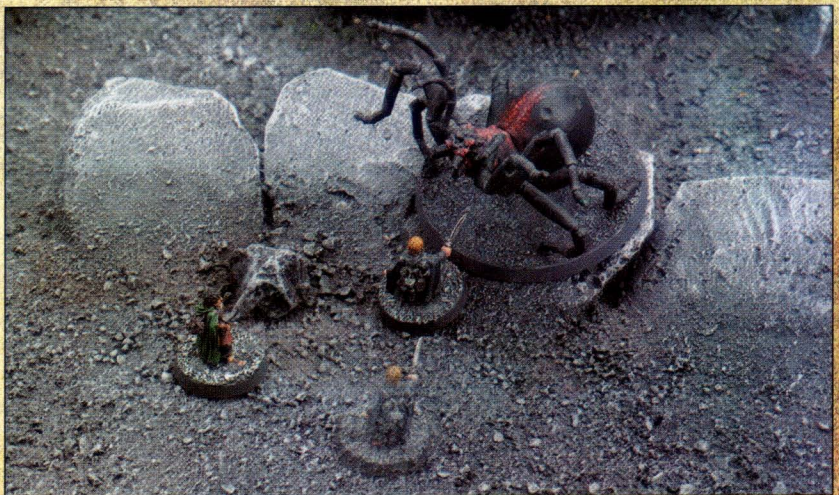
Shelob drags the paralysed Frodo away to be eaten at her leisure.

Sam the Brave

Sam has followed Frodo every step of the way, never failing to be there for his master. Even when Gollum's lies drive a wedge between the Hobbits, Sam doesn't give up. Such is Sam's unflinching loyalty to Frodo that, in this scenario, he will automatically pass any Courage tests he is required to take.

► TO THE RESCUE

Sam fearlessly charges Shelob to save his master.





BATTLE GAME

The Light of Eärendil

Before leaving the woodland realm of Lothlórien, the Elf queen Galadriel gave Frodo a gift of a tiny glowing phial. This ancient and potent treasure sheds a powerful light of such intensity as to drive back creatures of evil. At the start of this scenario Frodo carries the Light of Eärendil. This means he will then cause Terror – as detailed in Pack 10 – in both Shelob and Gollum. In addition, as long as he carries the phial it will cast light. This has the same effects as Gandalf's Cast Light spell, described in Pack 12, and will negate the effects of darkness for both Frodo and Sam as long as they are within its radius. If Frodo is paralysed, then the phial will cease to work. However, Sam can take it from him by moving into contact with him and gain its benefits. Once Sam takes the phial, he will carry it for the rest of the game.



◀ AURA OF GOOD
Shelob fails her Courage test and cannot charge Frodo.

► PURE LIGHT

Frodo does not need a spotting test to charge Shelob as she is within the radius of the phial's light.



Domain of Evil

So close to the Eye of Sauron, Frodo would not dare to put The Ring on his finger and draw the Dark Lord's attention. In this scenario, Frodo is prohibited from using The Ring and does not benefit from any of its special rules.

◀ UNDER THE EYE

As Frodo gets closer to his goal, the risk of Sauron detecting his presence grows.

Shelob's Return

If Shelob is wounded and fails her Courage test, she will be driven off and removed from the table as detailed in her special rules from Pack 41. However, while the Hobbits remain in her lair she is never far away for long. At the start of the turn after she has been removed from the table, take a Courage test for her. If she passes she may move on from any board edge, although she may not move into combat. If she fails, test again for her at the start of each subsequent turn until either she returns or the game ends.

WINNING THE GAME

In this scenario Frodo and Sam must try to escape Shelob's Lair while the great spider attempts to make them its next meal.

- The Good side wins if Frodo moves off the board edge that Shelob deployed on.
- The Evil side wins if Shelob can drag either Sam or Frodo off the board edge that Sam deployed on.
- If Gollum kills Frodo, the game is a draw.

SHELOB™



SHELOB™

MOUTH OF SAURON™



MOUTH OF SAURON™

GOTHMOG™



GOTHMOG™

MOUTH OF SAURON™



MOUTH OF SAURON™





GOOD TACTICS

Fighting Shelob

As the Good player, your mission is to get both Sam and Frodo safely off the board. However, it is inevitable that you will need to fight your way past Shelob if you are to win. During the course of the game you will also probably want to drive Shelob off, giving you time to make your escape. While Frodo and Sam are not as strong as the great spider they can still hold their own against her, at least for a turn or two, and you shouldn't be afraid to charge into combat if you have to. Gollum is the best choice, however, when it comes to tackling Shelob – at least in the turn you control him. Since he is not important to the Good player's plans, he can be sacrificed to protect Frodo.



▲ BODYGUARD

Gollum attacks Shelob as she tries to drag the paralysed Hobbit away.

EVIL TACTICS



▲ TREACHEROUS COMPANY

Gollum accidentally kills Frodo with a lucky dice roll.

Catching the Hobbits

Using Shelob in this scenario is fairly straightforward, as she has a significant combat advantage over the Hobbits as well as the ability to move freely over nearly all types of terrain. This means you will find it fairly easy to close with Frodo and attempt to paralyse him. Don't forget, however, that even if you paralyse Frodo, his Might can make it easier for him to escape. The Good player may even use Gollum to help Frodo get free. Of course, while Gollum is under your control, you may use him to slow Frodo down by attacking him in combat. However, be careful if Frodo has been wounded, as Gollum might get lucky and kill him, turning the game into a draw.

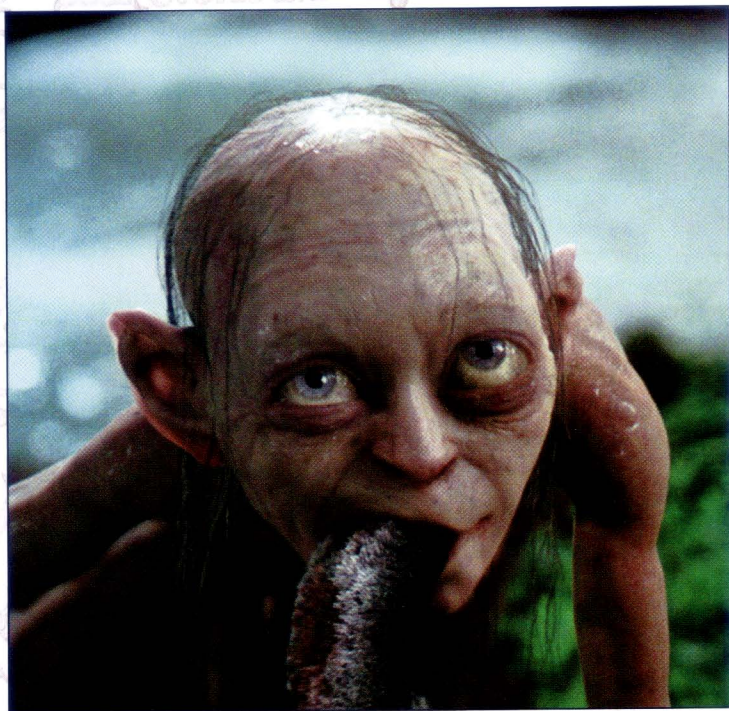
NEXT PACK...

In next Pack's Battle Game we present an exciting 'what if' scenario that pits Gríma Wormtongue against Éomer, third Marshal of the Riddermark. Deciding to take care of the Rohan Captain once and for all, Gríma dispatches his thugs to kill him. To get out alive, Éomer must fight his way past these evil Men and escape from Edoras!



Gollum™

For hundreds of years following his discovery of The One Ring, Gollum lurked in the darkness below the Misty Mountains. When he emerged, he was a straggly, pale, loathsome creature, intent on reclaiming his 'precious'.



One of the greatest threats to Frodo's quest to destroy The One Ring is Gollum, the creature once known as Sméagol. Gollum has been irredeemably corrupted by the power of The Ring and has spent centuries skulking in the shadows, shying away from daylight and feeding upon the other wretched creatures that populate the caves below the mountains. This has left his flesh sickly and pallid, while his enlarged, bulbous eyes enable him to better spy his prey in the darkness.

Here, we show you how to paint your Gollum miniature, included with this Pack. In particular, we will demonstrate how to paint Gollum's eyes – one of the most prominent features of the figure. In addition to this, we will examine how you can apply the techniques learnt here to the eyes of your other miniatures.

◀ NOCTURNAL PREDATOR

Gollum's long years hiding from the sun have left him well-equipped for hunting in the darkness for food.

PAINTING ESSENTIALS

PAINTS REQUIRED

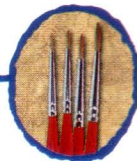
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FORTRESS GREY
SKULL WHITE
DARK ANGELS GREEN
CAMO GREEN
TANNED FLESH
MAGENTA INK

BROWN INK
BLEACHED BONE
SCORCHED BROWN
GRAVEYARD EARTH
CHAINMAIL
BLUE INK
BLACK INK
SPACE WOLVES GREY

Different Bases

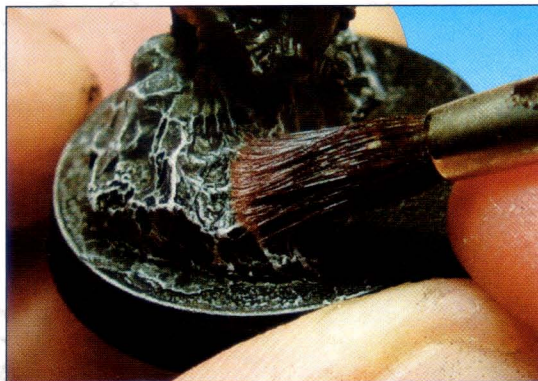
The Gollum figure included with this Pack differs from most other miniatures in that it is sculpted onto a rocky base. The area of the base not covered by the rock can be textured and painted the same way as your other bases. Alternatively, you could paint the flat base to represent an area of water out of which the rock is protruding. This is achieved by applying a coat of PVA to the base, then painting it in the same way as the water in this Pack's Modelling Workshop.





1 Rocky Base

After undercoating the figure with Chaos Black spray or paint, begin by giving the rock on which Gollum is sitting a heavy dry-brush of Codex Grey. Follow this with a slightly lighter dry-brush using Fortress Grey. Finally, add some Skull White to Fortress Grey and give the rock a very light dry-brush. To paint the patch of moss on the back of the rock, begin with a base colour of Dark Angels Green, highlighting it with a dry-brush of Camo Green.



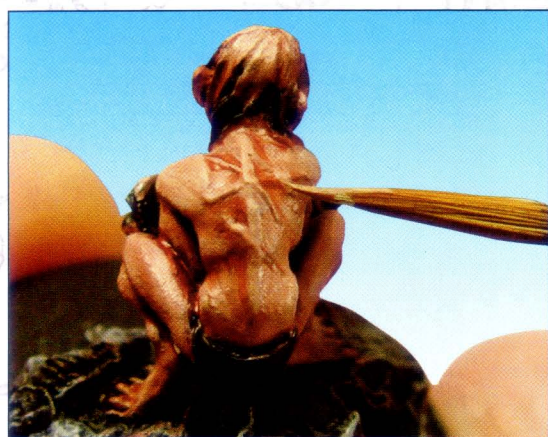
◀ The base is painted to match the rocks around the Forbidden Pool in this Pack's Modelling Workshop.

► You may find you need to apply several coats to get the base colour to cover the black undercoat.



2 Pallid Skin

To paint the pale, sickly colour of Gollum's skin, begin with a base colour of Tanned Flesh. Next, mix a little Magenta ink with Brown ink, thin this down, and apply it as a wash to the skin. After resetting the base colour with Tanned Flesh, highlight the skin using the layering technique. Start with a layer mixed from equal amounts of Tanned Flesh and Bleached Bone, then add Fortress Grey to this mix for the following layers. For the final, palest highlights, add Skull White to the mix and apply this to the most prominent areas of the skin.



◀ Due to the small size of the figure, you will require a fine brush to apply the highlights.



► The white and grey used in the final highlights gives Gollum a pallid, unhealthy complexion.

TOP TIP

Because of the small size and level of detail on your Gollum figure, it is important to use an appropriately sized brush for the various areas of the miniature. To achieve a smooth, even covering with your base colour, a medium-sized to large brush is best. However, for the highlights, particularly the small final highlights on Gollum's skin, you will need a fine brush to accurately pick out the detail.

► The main areas of the miniature are now painted.



3 Loincloth and Hair

To paint Gollum's ragged clothing, apply a base colour mixed from Scorched Brown and a little Chaos Black. Give this area a wash mixed from Black and Brown inks, then reset the base colour. Build up layered highlights on the cloth, adding Graveyard Earth to each successive stage. For the final highlights, add a small quantity of Bleached Bone to the mix. With a mix of equal parts Chaos Black and Codex Grey, pick out the strands of hair on the head.



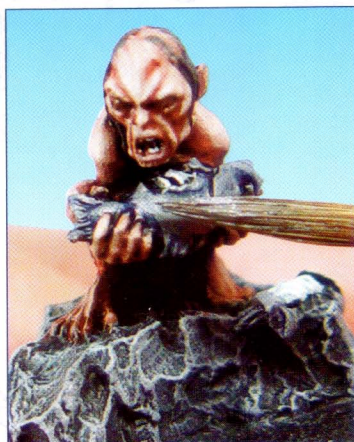
◀ The mix of colours creates a dull Brown, suited to Gollum's filthy, ragged clothing.



► Leave Gollum's scalp showing under the hair, making it appear thinner.

'The fat Hobbit – he knows. He's always watching.'

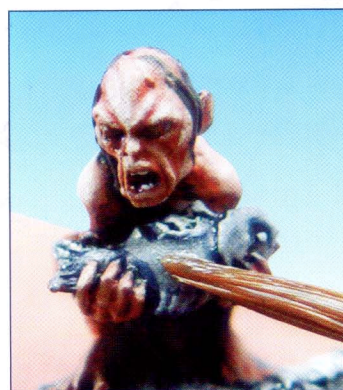
SMÉAGOL™



▲ Using Chainmail in the base colour mix gives the fish a shimmering appearance.

4 Fishes

To paint the fish in Gollum's hands and lying on the rock, begin by giving the bones of the fish a base colour with a mix of Fortress Grey and Bleached Bone. After this, pick out the raised bones with Skull White. Paint the fish skin with a base colour mixed from equal amounts Codex Grey and Chainmail. Follow this with a thin wash of Blue and Black inks mixed together, then reset the base colour. Highlight the fish by adding Space Wolves Grey to the base colour. Follow this with a coat of gloss varnish to make them look wet.



◀ Gloss varnish will make the fish look wet and slippery.

► Your Gollum miniature is now ready for use on the tabletop.





PAINTING EYES

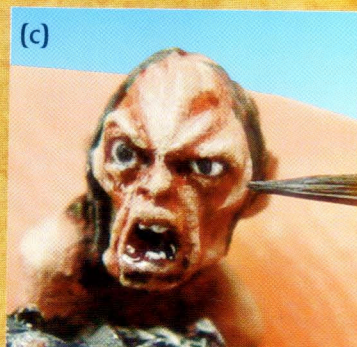
Since your painting abilities have developed over the course of previous Painting Workshops, you may wish to start painting eyes on your figures. The Gollum miniature is a good place to start with this, since it has large, well-defined eyes. Begin by picking out the eyeballs with a mix of Skull White and Fortress Grey (as shown in pic a). Follow this with a highlight of Skull White (pic b). To add the pupil, mix equal amounts of Chaos Black and Codex Grey, and use this to apply a dot to the centre of the eye (pic c). You should aim to leave only the white of the eye showing at either side of the pupil, otherwise the figure will appear to be staring.



◀ Leaving the deep shading showing around the edge of the eyeball will add definition to the eyes.



► The Skull White highlight will emphasise the shape of the eye.



▲ Using a dark grey for the pupil gives a less harsh appearance than if it were black.



◀ Painting the eyes adds further detail to your miniature.

*'Then we stabs them out.
Put out his eyes.'*

GOLLUM™

The techniques demonstrated here can easily be adapted to paint the eyes on almost any figure. This can be more difficult on some figures than others, due to the different sizes of the eyes, but the principles remain the same. On some figures, you may find that there is no area of eyeball visible, and therefore nothing to paint the eye onto. In these cases, it will often look better just to apply some deep shading between the eyelids.



◀ Since his eyes are partly closed, a small amount of thinned Brown ink has been applied to the eyes of this Gandalf figure to add definition.





The Forbidden Pool

Hidden deep in the forests of Ithilien, the Forbidden Pool is known to Faramir, his elite Rangers of Gondor and few others. It is a secret haven from which they launch raids against the Enemy. In this Pack's Modelling Workshop, we show how you can make it for your games.



The Rangers of Gondor take part in many dangerous missions – from spying on enemy movement to launching lightning strikes and ambushes against their foes. Whatever daring mission they have been given, they need a safe haven from which to operate. Concealed deep within the forests, the Forbidden Pool is ideal for their purpose. In this Pack's Modelling Workshop, we present a guide to building the Forbidden Pool. With the addition of a new technique for modelling water, the pool and waterfall will make an impressive addition to your gaming scenery. Be warned, however, this is potentially the messiest technique we have shown in *Battle Games in Middle-earth*!

➤ UNKNOWN DANGER
Gollum continues to hunt in the Forbidden Pool, unaware of the danger lurking above him.

YOU WILL NEED

Modelling Essentials

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

HARDBOARD
COPING SAW
2½CM/1" THICK
POLYSTYRENE SHEET

HOT WIRE CUTTER
PLASTER FILLER
CODEX GREY,
FORTRESS GREY,
MIDNIGHT BLUE,
CATACHAN GREEN,
CHAOS BLACK

AND SKULL WHITE
ACRYLIC PAINTS
GREEN INK
BROWN INK
GLOSS VARNISH
FLOCK
COARSE TURF



1 The Base

The initial shape and construction of the Forbidden Pool is very similar to the Isengard dam from Pack 32. First, create a base from hardboard that is teardrop-shaped. The point of the teardrop needs to form a right angle in order to fit the corner of your gaming board. To make the pool a suitable size, measure about 30cm/12" out from the point of your right angle before starting the curve of the teardrop. Once the base has been cut out with a coping saw, create the superstructure of the waterfall in exactly the same way as shown in Pack 32 (Step 1). Don't glue these two pieces together just yet, as you will need them separate to build the cliffs.

► CUTTING THE BASE

Utilising the corner of a sheet of hardboard is a great way to get a right angle for your teardrop shape.



▲ SUPERSTRUCTURE

By varying the number of layers you add to the superstructure, you can make the waterfall as high or low as you wish.



◄ RIVER RECESS

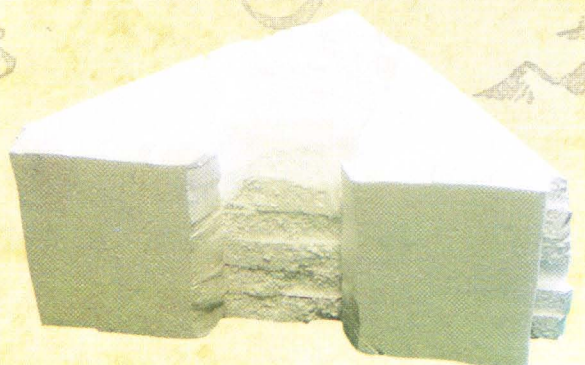
Use a sharp knife to carefully chip away a recess where you want your river and waterfall to be.

TOP TIP

The large size of this model can cause problems during construction, as some parts of it may get in the way of the section you are working on at the time. Because of this, it is a good idea to construct this model in a series of separate sections and only glue them together at the end, once they are all complete.

2 The Riverbed

A recess for the riverbed and waterfall is modelled into the superstructure. First, draw the path of the river and waterfall onto the polystyrene. This can be as wide as you like but we used about 12cm/5". Next, create the recess by cutting a shallow groove within the marked area. Don't worry if the groove is slightly untidy, it will be covered later with the river. Finally, to help define the sides of the waterfall, glue polystyrene sections at either side of the groove as shown below.



► DEFINED RIVER

The addition of these two sections on either side of the river helps to clearly define the waterfall and provides a good point to attach the cliff face later.

*'To enter the
Forbidden Pool bears
the penalty of death.'*

FARAMIR™

3 The Cliffs

This model has a set of cliffs that curve to form a crescent shape around the pool. These are constructed using the same methods as in Pack 32's Modelling Workshop, except that they are extended and curved to follow the shape of the base. You can also increase the height of the cliffs by building a rocky formation from polystyrene to sit on the top of your superstructure. Again, you will find it easier to leave these cliff sections unattached until later.



◀ CARVING THE ROCKS

A hot wire cutter or sharp knife can be used to give the cliffs a craggy appearance.

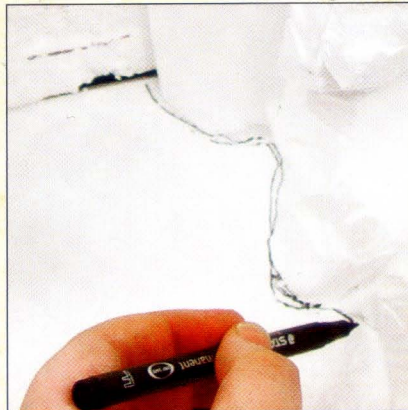


➤ CRESCENT SHAPE

Here you can see how the curve of the cliffs helps define the shape and size of the pool.

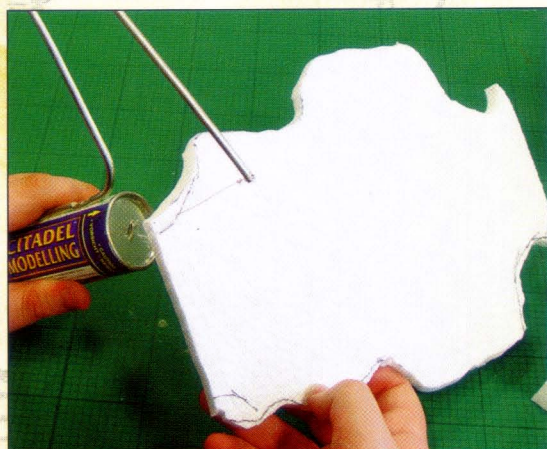
4 The Pool

Once you have constructed your cliffs you can use their shape as a template to create the pool. Place the superstructure and cliffs over a textured ceiling tile and use a pen to draw the shape of the pool onto the tile. The tile can then be cut out with a hot wire cutter. Before moving on to the next step, glue the superstructure and pool to the base. However, it is still a good idea to leave the cliffs separate at this stage.



◀ CLIFF TEMPLATE

By making the cliffs first you can get the exact shape you need for the pool.



◀ CUTTING THE POOL

Trim away the excess tile to leave you with the pool shape.



▲ ASSEMBLED

Once the superstructure, pool and base are assembled, the model is beginning to take shape and is ready for the water to be added.



5 The Water

One of the main features of the Forbidden Pool is its waterfall. The flowing water effect is made by building up layers of plaster filler and manipulating it while it dries to look like cascading water. Make sure you have plenty of newspaper to protect your work surface, as the wet plaster can get very messy.

Begin by thinning down the plaster filler slightly with water, so it will be easier to apply. Start at the top of the superstructure and slowly pour the mix into the centre of the river bed, allowing it to spread out and fill the groove.



◀ SUITABLE CONSISTENCY

Mix water with the filler until you create a consistency that is quite thick, yet still flows when poured.



◀ EVEN SPREAD

A piece of card or plastic can be used to guide the filler away from the edges and smooth the surface, as well as getting rid of any air bubbles.



For the first few layers, it is a good idea to try to stop the plaster filler running over the waterfall, creating a more even spread on the top. Subsequent layers can be allowed to run freely down the waterfall. To help the filler run smoothly, try propping the model at an angle as shown. This will help stop too much of the filler running into the pool area. Because of the runny nature of the plaster filler mix, you will need to monitor the river and waterfall as it dries, to ensure it forms an even and consistent spread.

► WATERFALL

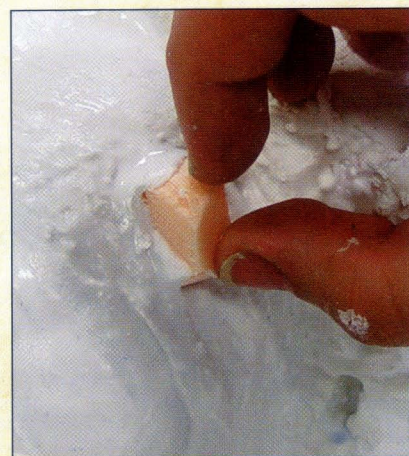
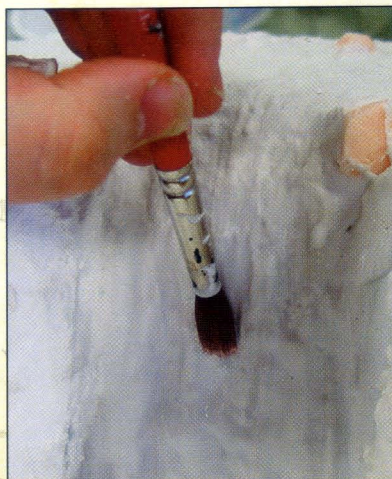
Placing the model at an angle helps prevent the plaster filler running down and collecting at the bottom of the waterfall.

6 Detailing the River

The plaster becomes more pliable as it dries, allowing you to manipulate it to make it look like flowing water. While it is in this state, cut pieces of styrene to look like small rocks and place these into the plaster filler. Gently push them back and up slightly. As you do this, the plaster will be pushed back, gathering around the back and sides of the rock, giving it the effect of water flowing around it. To create the currents and swirls running through the river and waterfall, use a wet brush and draw it along the surface of the plaster. This will leave lines and depressions behind, giving the impression of fluid movement. Wetting the brush will allow it to move over the surface with less resistance and stop it from gouging into the plaster. Once you are happy with how your river and waterfall look, glue the cliffs onto the base before moving onto the next step.

► WATER FLOW

As the plaster gathers behind the rock it will create the impression of water flowing around it.



◀ FLOWING CURRENT

By using different sized brushes you can vary the look of the river's flow and currents.

7 Detailing the Pool

Once you have attached the cliffs to the model, you can glue some styrene rocks onto the pool, such as the one Gollum fishes from in *The Two Towers* movie. Additionally, you can build onto the front of the pool in a manner similar to the Dam in Pack 32, so that your Forbidden Pool model can join with your river sections.

When water falls into a pool, it will turn into a spray as it impacts with the pool's surface and flows away. To create this choppy water effect, apply plaster filler to the base of the waterfall. You do not need to water the filler down but spread it out so that it is even. Next, repeatedly and rapidly dab the tip of an old paintbrush into the plaster. This should pull up parts of the plaster from the surface, creating an uneven texture, similar to choppy water. Repeat this process where the pool joins the cliffs and rocks. Finally, use the plaster to fill any gaps in the cliffs and to create any extra texture you want.



◀ ROCKY POOL

If you like, you can make some of the rocks large enough for a miniature to stand upon.



► CHOPPY WATER

The rapid movement of the brush in the plaster creates the effect of splashing water.

► COMPLETED POOL

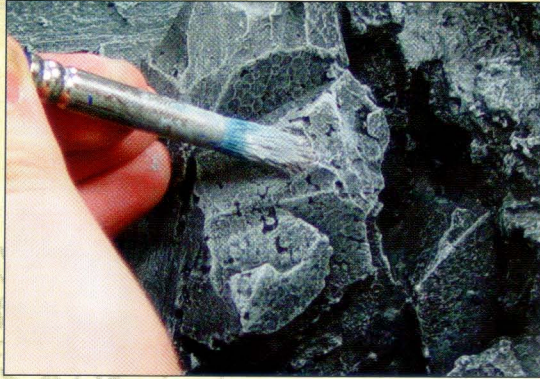
Once you have finished detailing the pool and adding extra texture to the model, it is ready to be painted.





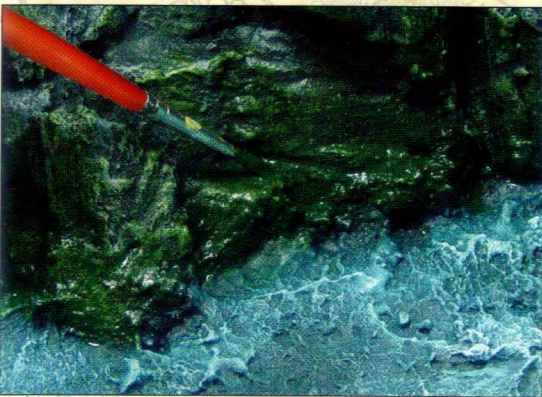
8 Painting the Cliffs

The cliffs and rocks were painted by first applying a Codex Grey dry-brush, followed by a lighter dry-brush of Fortress Grey, in the same manner as used to paint your Moria terrain. By varying the pressure of each dry-brush layer, you can make separate areas of rock look darker or lighter.



◀ LIGHTER ROCKS

Applying a heavier dry-brush of Fortress Grey to this area of rock helps distinguish it from the darker rock below.



▲ WET ROCKS

Applying varnish to the moss and algae makes them look treacherously slippery.



▲ FOAMING SPRAY

Dry-brushing and stippling Skull White at the bottom of the waterfall gives the impression of the water foaming into a spray.

► FORBIDDEN POOL

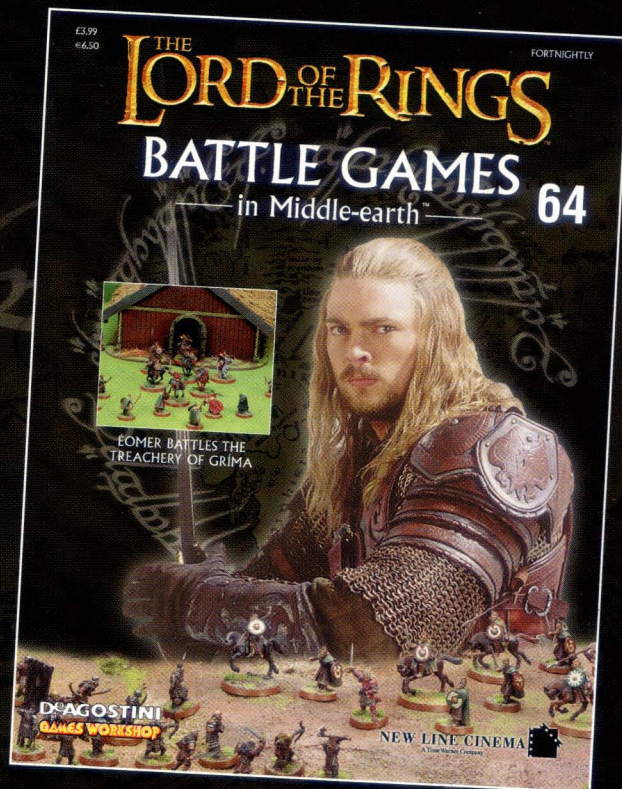
Using the techniques presented in this Modelling Workshop, you can create an authentic-looking Forbidden Pool model.



IN YOUR NEXT GAMING PACK...

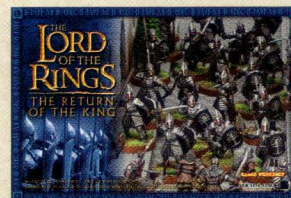
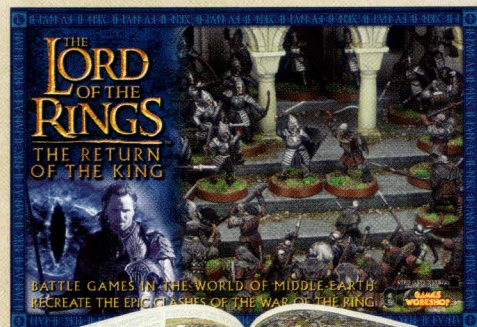
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