THE LORD OF THE RINGS™

BATTLE GAMES
in Middle-earth

64

ÉOMER BATTLES THE
TREACHERY OF GRÍMA

THE LORD OF THE RINGS

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Éomer™ and Éowyn™

Raised together in Edoras, Éomer and Éowyn are both loyal and brave servants of King Théoden. As brother and sister, they also share a bond with each other and Éomer is fiercely protective of Éowyn, even though she, too, is an able fighter.

'*Too long have you watched my sister, too long have you haunted her steps.*'

ÉOMER™ TO GRÍMA™

Éomer and Éowyn dutifully serve Rohan, playing important roles both in the life of the Kingdom and of its King, Théoden. Éomer is a great warrior, who leads a large force of riders known as an éored, and patrols the vast stretches of the Riddermark against the enemies of his people. When Théoden falls under the thrall of Saruman and his servant Gríma, Éomer is among the few to speak out against the advisor's scheming. However, it is Gríma's advances upon Éowyn that finally drive Éomer to threaten the snivelling traitor – resulting in his banishment from Edoras upon pain of death should he ever return. With her brother in exile, Éowyn continues to fight for the freedom of Rohan. During the exodus from Edoras it is Éowyn who organises the refugees and sees them safely to Helms Deep after the deadly Warg attack.

In this Pack's Playing the Game, we look at tournaments and explore how this exciting aspect of the hobby can enrich your gaming experiences. In the Battle Game, we return to Edoras and the dark dealings of Gríma, as he schemes to rid himself of Éomer's interference in his pursuit of the Marshal's sister. Éomer must attempt to reach his horse and make his escape before the evil advisor's assassins can catch up with him. The Painting Workshop will show, in a series of easy-to-follow steps, how to paint your Éomer figure, while in the Modelling Workshop you will learn how to build your own Rohan Royal stable, which can be used in your Battle Games.

◄▲ CHILDREN OF ROHAN
Éomer and Éowyn both fight to protect their lands from evil.

Tournaments

Pitting your forces against an unknown opponent in open competition can be one of the most rewarding challenges of your gaming hobby. Here we look at the tournaments and events that are organised specifically to allow you to do just that.

Taking part in a tournament is a great way to test your abilities as a general, as these events focus on the competitive aspect of this hobby. You can often find yourself being pitted against an unknown adversary whose tactics may be different to those of your normal opponents, creating surprises that you may not be prepared for. The ultimate challenge of a tournament is to fight your way to the top spot and be declared the overall winner. Here we will take a close look at tournaments, explaining what they are, where to find one and what to expect while attending an event. We will then show you three common types of tournament and, finally, give some advice on how to organise an event involving your own gaming club.

◄ CHALLENGING COMPETITION
Many people find gathering together to take part in a tournament a challenging part of their hobby.

What is a Tournament?

A tournament is an event based around the competitive type of gaming introduced in Pack 48. Usually held over one or two days, people come together at a venue such as a school hall or community centre and compete against each other, playing games and scoring points based on how successful they are. At the end, the person with the most points wins the prestigious accolade of being tournament champion. In some tournaments other awards are presented, such as most sporting player or best painted force. By the close, everyone goes home having made some new friends and having enjoyed some challenging games.

◄ GRAND CHAMPION!
Vesa Nenya was the Overall Champion at the 2005 Lord of the Rings Grand Tournament.

Finding a Tournament

Although a specific tournament is generally held only once or twice a year, there are many such competitions staged across the country, making it likely that one will be running near you at some point. One of the best ways to find out about local tournaments is to ask at gaming clubs, hobby stores and Games Workshop retail stores. Some events may even be held at these places. The internet is a good place to find out about tournaments being held farther afield. Finally, hobby publications, such as Games Workshop's *White Dwarf* magazine, also provide information on upcoming events.

➤ EVENT NEWS
White Dwarf *features news on events being held around the country, including information on the Games Workshop Grand Tournaments.*

▲ LARGE-SCALE EVENTS
Some events may charge an entrance fee in order to cover the costs of organising the event and hiring the venue.

Before the Event

Before you enter a tournament there are a few things you can do in preparation to help make the event run more smoothly for yourself. First, check you can actually make it to the event's venue for the day it's being held. Also, if the event is some distance from your home, you may also need to arrange for an overnight stay. Then, once you know you can attend, register early for the event as most tournaments have only a limited number of places available. Finally, remember to ask for a copy of the tournament's rules and regulations when registering. These will tell you the specifics of how the competition is organised, covering such things as how opponents are decided, how long games will take and precisely how the winner is determined. The regulations should also inform you of any other details, such as alterations to the rules or restrictions on force composition.

FIGURE CASES

Care should be taken when transporting your figures to ensure they don't become chipped and broken. Using a figure case is the best way to ensure your models arrive safely. Figure cases can be made from containers such as toolboxes, with foam padding added to separate the models. They can also be bought commercially.
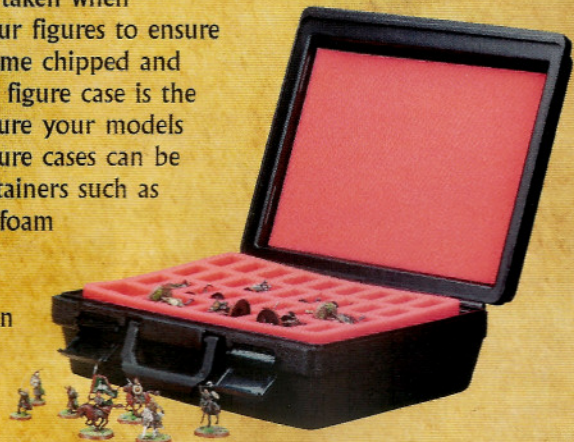
▲ GOING PREPARED
Most tournaments can't provide for every contestant, so it is a good idea to bring your own essentials like dice, measuring tapes and glue to repair the occasional broken model.

Common Tournaments

Here, we will look at three of the most common types of tournament – the league, pairing and ladder types. Although each event may vary some of the tournament details, these templates will give you a good idea of what to expect.

League Tournaments

A league is one of the most straightforward types of tournament. In it, each competitor plays all the others in order, usually twice – once playing as the Good side, then again as Evil. Points are then awarded depending on how well you performed – usually 3 points for a win, 1 point for a draw and no points for a loss. These points are tallied and the person with the most points is declared the overall winner. If two or more people have the same points total then the person who won the most games is the winner. If there is still a tie, then generally those entrants must play against each other in a play-off to determine the winner.

Because of the number of games involved, league tournaments can take a while to play through and are generally held over the course of several weeks at a regular gaming club. Results are tallied every week and a leaderboard is updated so that everyone can see how they are performing.

▲ TOP OF THE LEAGUE
Halfway through the league, Dan (front right) finds himself in the top position, though that could change as there are many games yet to play.

EXAMPLE LEADERBOARD

Player	Games Played	Games Won	Games Drawn	Games Lost	Points Gained
Dan	12	6	3	3	21
Mark	12	5	6	1	21
Graham	12	5	5	2	20
Owen	12	5	5	2	20
Matthew	12	5	5	2	20
Glenn	12	5	4	3	19
Rowland	12	5	4	3	19
Darron	12	5	2	5	17
Adam	12	5	1	6	16
Alun	12	3	2	7	11
Pete	12	2	4	6	10
Ben	12	2	3	7	9
Richard	12	1	4	7	7

Pairing Tournaments

In order to accommodate a large number of competitors over a single weekend, most tournaments adopt the pairing system. Unlike a league tournament you do not play all the other competitors. Instead, you compete in a series of rounds, usually five, and accrue points in a similar way to the league system. In the first round, players are randomly assigned an opponent, while in subsequent rounds they are paired off against people who achieved similar results as themselves in the last round. This way, winners will face winners, losers will face losers and those that drew will face each other. This means that in the second and subsequent rounds you will be facing an opponent of comparable skill to your own, ensuring an enjoyable competition in a relatively short amount of time.

Most pairing tournaments also include other elements to the competition where you can gain points such as quizzes, best painted army and general sportsmanship. These other elements broaden the event to encompass the whole hobby, as opposed to just the game playing. At the end of the event, the points are tallied and the winner is announced.

TOP TIP

When attending a tournament, give some thought as to how you will compose your force. Bear in mind that you are likely to be facing a wide variety of different forces and what works well against one may not fare so well against another. Because of this, try to construct a force that has good all-round capabilities and can compete with a variety of different enemy forces.

▲ PROUD FORCE
In some tournaments, being adjudged as having the Best Painted Force is as prestigious an award as winning the tournament itself.

EXAMPLE PAIRING CHART

ROUND 1

Dan (7 points)
Vs Rowland (0 points)

Alun (5 points)
Vs Darron (1 points)

Graham (3 points)
Vs Ben (3 points)

Owen (7 points)
Vs Mark (0 point)

Richard (3 points)
Vs Adam (3 points)

Glenn (5 points)
Vs Matthew (1 points)

ROUND 2

Dan
Vs Owen

Alun
Vs Glenn

Graham
Vs Richard

Ben
Vs Adam

Darron
Vs Matthew

Rowland
Vs Mark

This chart shows how the results of the first round affect the pairings in the second. Both Owen and Dan scored the maximum points available in their games, and so must face each other in round two, as do Alun and Glenn who both scored 5 points. Graham and Ben drew, scoring 3 points each. However, since they have already played each other in round one, they are paired off with new opponents.

It is common for pairing tournaments to use a slightly different scoring method for their games, allowing you to achieve different levels of victory or defeat. These are defined in the scenario being used (usually detailed in the tournament rules and regulations) but can include such things as gaining extra points for killing enemy Heroes, or for controlling specific terrain pieces.

Ladder Tournament

A ladder tournament is ideal for a gaming club, as it has a much more open format and the added advantage that people can join in halfway through. In this style, all players are arranged randomly in a list. They are then allowed to challenge any other player to a game. Normally, only one challenge can be issued per tournament round – once a week, for example. The results change your position on the list as detailed in the ladder tournament result chart (right). The aim is to work your way to the top of the list and stay there for as long as you can as the reigning champion. Ladder tournaments can be run over a fixed term, such as two or three months, or even indefinitely. Whatever the case, new players join the list at the bottom, starting their competition from there.

LADDER TOURNAMENT RESULTS

- If you beat an opponent of a lower rank, move up to the next position on the list.

- If you lose to an opponent below you, you only move a place if that opponent was directly below you. In that case, you move down a position – effectively swapping places with them on the list.

- If you lose to an opponent above you, you don't move on the list at all.

- If you defeat an opponent above you, you could move several places up the list. Count the number of positions between you and your opponent and halve the number, rounding up. This figure is the number of places you move up the list.

TOP TIP

A tournament can be quite a competitive environment and games may become a tense challenge to win. Despite this, remember that you are all there to have fun. Avoid getting into arguments over such things as measurements, lines of sight or rule interpretations as these spoil the fun for everyone. In fact, some tournaments even go so far as to discourage such unsportsmanlike behaviour by deducting points from your overall score.

'Last one standing wins.'

GIMLI™

Planning Your Own Tournaments

If you can't find a tournament near to your club, you could always hold one yourself. This involves a fair bit of organisation but seeing it all come together can be very rewarding. Organising a tournament can involve a lot of work, so it is a good idea to get some friends to help you out. The first thing you need to do is decide which of the tournament styles you want to adopt for your event. Once you've done this, detail any other parts of the competition you wish to include, such as force limitations, special rules or even other awards such as 'best painted force' or 'most sporting opponent'. Write these down as a set of tournament rules and regulations that entrants can read, so they know what to expect.

Finding a Venue

The next thing to think about is where the tournament is to be held. The most obvious place is to hold it at the same venue as your regular gaming club. However, if you are expecting a large number of people to attend this may not be big enough. In this case, ask if you can get the use a local village or church hall, or possibly even a school or sports hall for really large events. You will also need to have enough gaming tables for all the separate games that will be played. It is a good idea to ask for help from your local club, as tournaments require a lot of boards and scenery – see if the members would be willing to allow the use of theirs.

➤ AN EVENT POSTER
Making a poster and displaying it in a hobby store is a good way of telling people where and when your event is to be held.

> ## TOP TIP
>
> While running a tournament it is likely that you will be called upon to adjudicate rules disputes. In order to do this you need to be conversant with the game rules and interpret them in a fair, consistent and impartial manner.

At the Event

Once the event has started, it is your responsibility to make sure things run smoothly. This is where having a few helpers is a benefit. Between you, you need to make sure that everyone's games are played in a timely manner, that questions are answered and disputes are resolved. Also, it's a good idea for one of you to have a force ready so that you can step in and play if you find you are a competitor short. Perhaps the most important job at the event is to tally the results and organise the next set of matches. This can be a big job, so if you have someone who can be devoted to just that task it would be useful. Finally, at the end of the event you get to announce the winners and present them with any prizes, trophies or certificates you were able to prepare.
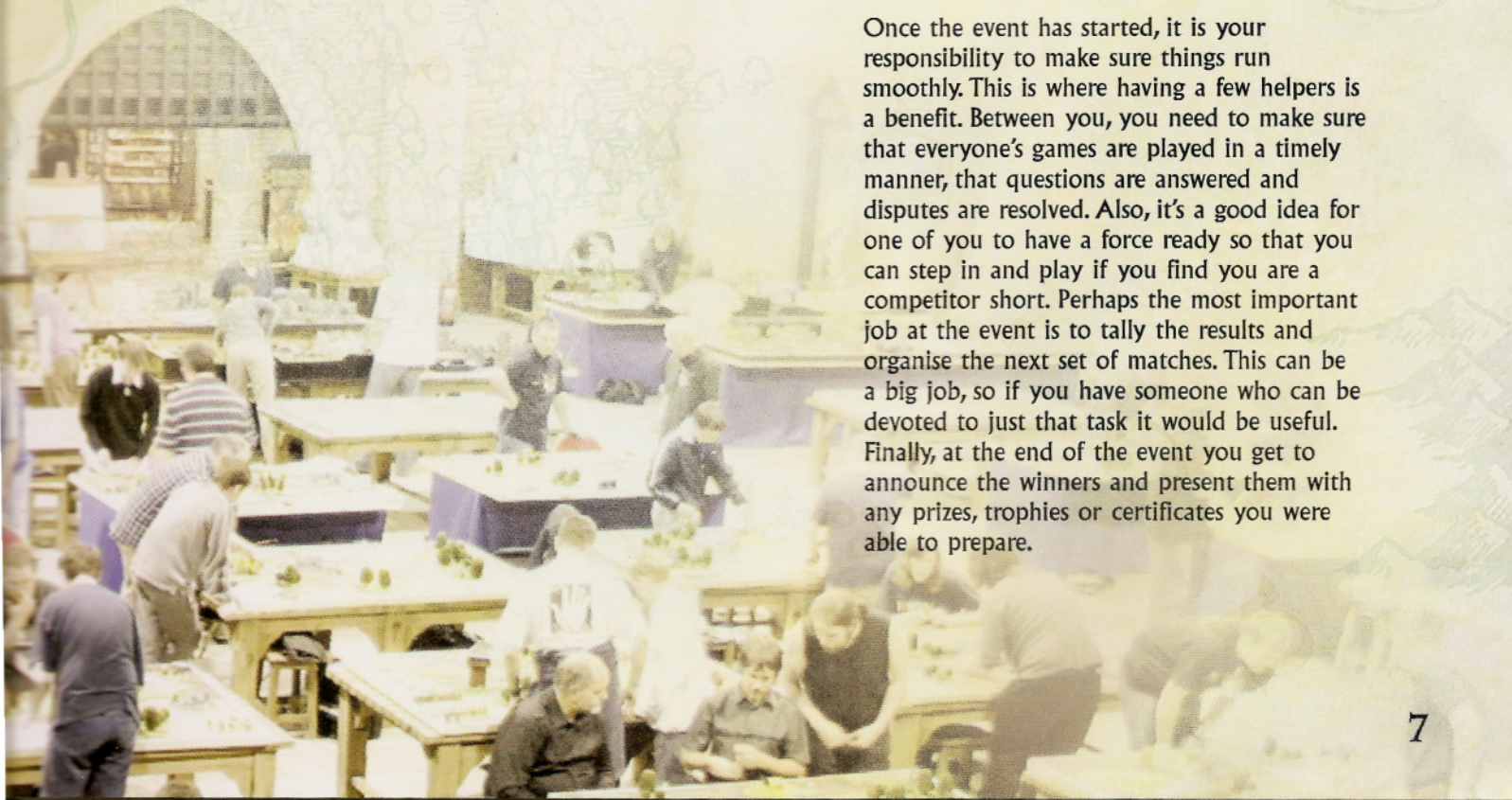
Escape from Edoras™

Éomer is banished from Edoras after challenging his uncle's treacherous advisor Gríma. In this Pack's Battle Game, we look at what might have happened had Gríma not been content to let the Marshal leave the city alive.

With Théoden in the thrall of Saruman, the King's evil advisor Gríma Wormtongue controls the court at Edoras. Whispering his poisonous words into the King's ear, Gríma works to weaken Rohan for his master – preparing it for conquest. The fiercely loyal Marshal, Éomer, is the first to speak out against the lies and deceit of Gríma. However, his open distrust of the advisor, as well as his suspicions about Gríma's allegiance with Saruman, lead to him being banished from Edoras. Éomer then sets out from the city to gather his men, preparing to defend the kingdom against the marauding forces of Isengard.

In this Battle Game, Éomer must escape from Edoras to rally support against Saruman's invasion. However, filled with deep hatred for the Marshal, Gríma has decided that Éomer should not leave the city alive and has conspired with a group of thugs to murder him.

◄ FLIGHT FROM EDORAS
Éomer must fight his way out of the Rohan capital.

THE COMBATANTS

In this Battle Game, the Good player will require six Riders of Rohan, as well as six Warriors of Rohan armed with hand weapons and shields to represent these Riders on foot. He will also need both models of Éomer from this Pack and Pack 18. The Evil player will need the Gríma model, along with eight Warriors of Rohan with spears and eight with bows to represent the Thugs, and a single Warrior of Rohan with a hand weapon and shield to act as the Thug Leader.

► MARSHAL OF THE RIDDERMARK
Éomer is a formidable warrior both in and out of the saddle.

▲ TRAITORS OF ROHAN
Gríma and his henchmen control the King's court with fear and deceit.

CHARACTER PROFILES

Éomer™

Éomer, the Third Marshal of the Riddermark, is an important military commander for the Kingdom of Rohan. For many years he has served his uncle the King, patrolling the lands and protecting the borders of the realm. Known for his fierceness in combat and great skill at arms, Éomer is renowned as a deadly and aggressive warrior. As the threat of Saruman's invasion looms over the Rohirrim, he begins the task of gathering his warriors for battle, ready to face the armies of the White Hand. However, first he must deal with Gríma and the corruption that infests the heart of his kingdom.

Gríma™

For many years Gríma Wormtongue has been King Théoden's advisor at Edoras. During this time, however, he has fallen into the service of the evil Wizard Saruman, seduced by promises of great rewards. A coward at heart, Gríma works from the shadows, acting as the power behind the throne of Rohan and controlling the destiny of its people. When faced with open confrontation he is quick to call in his thugs – discontented Rohirrim eager to do his bidding. When Éomer threatens him he does not hesitate to have the Marshal banished from the city.
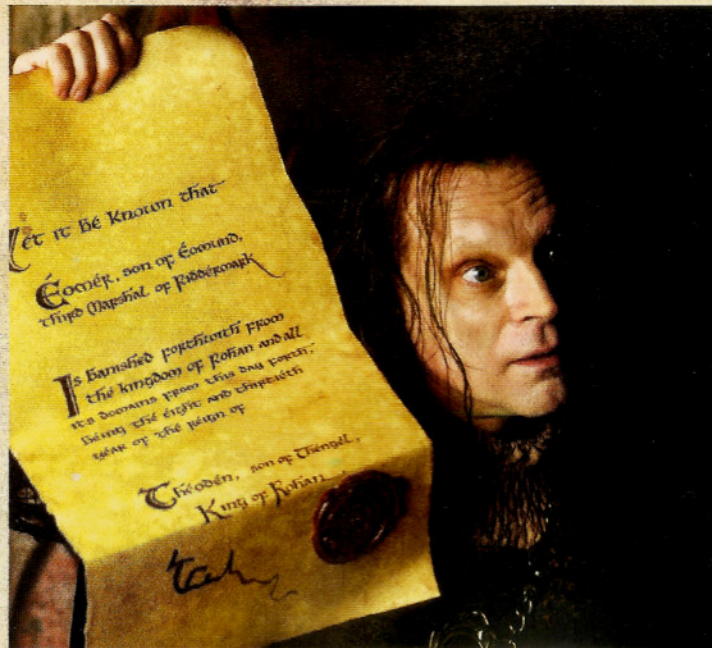
BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Éomer	5/4+	4	6	2	2	5	14cm/6"	3	2	2
Rider of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Gríma	2/-	3	3	1	1	3	14cm/6"	0	0	0
Thug Leader	4/-	4	5	2	2	4	14cm/6"	2	1	1
Thug	3/4+	3	4	1	1	3	14cm/6"	-	-	-

NB. Models carrying shields increase their Defence by 1.

The Gaming Area

This Battle Game is played on a 120cm/4' square board. Place the Rohan Royal stable from this Pack's Modelling Workshop within the 14cm/6" of the centre of one of the board edges. Use Rohan houses and fences to fill out the rest of the board, as shown.

Starting Positions

Place all the horses, including Éomer's horse, Firefoot, inside the Royal stable. The Good player then sets up Éomer on foot and his six Warriors of Rohan, representing the riders on foot, in the middle of one of the board edges adjacent to the one with the Royal stable. The Evil player sets up Gríma and his henchmen in the centre of the table edge opposite the Good warriors.

THE ROYAL STABLE

GRÍMA AND HIS THUGS

ÉOMER AND HIS WARRIORS

ROHAN BUILDINGS
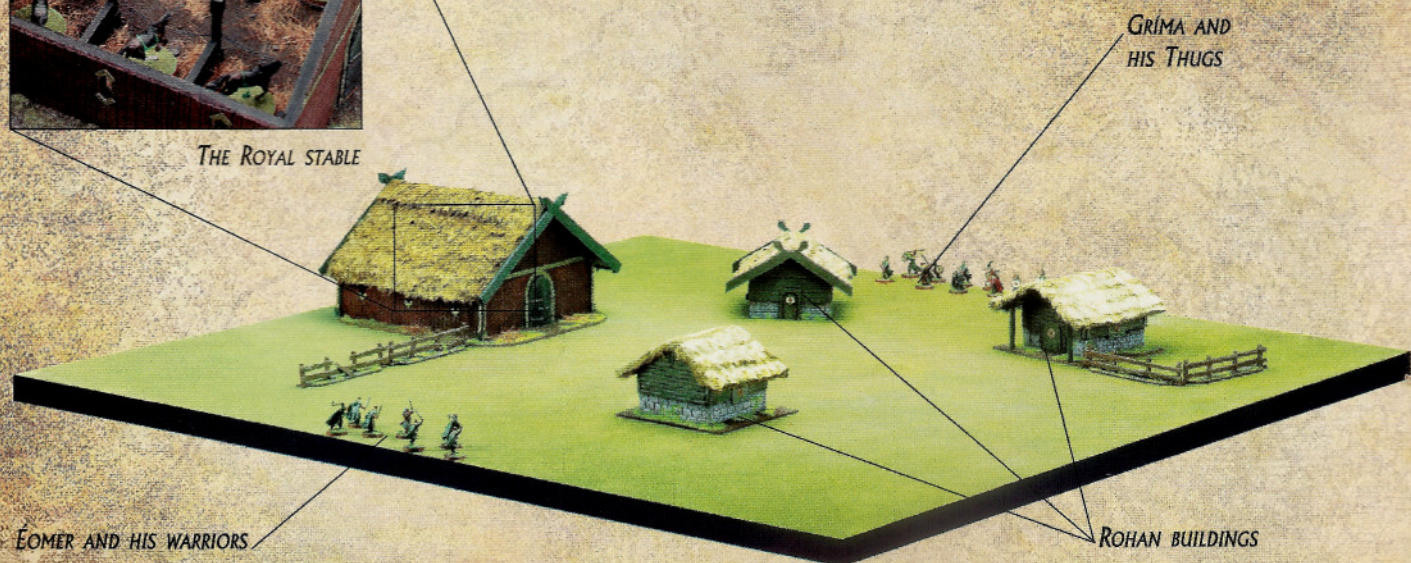
Special Scenario Rules

Agent of Saruman

Tempted by promises of great rewards, Gríma has become Saruman's spy and agent in the lands of Rohan, keeping the evil Wizard informed of the Rohirrim's actions and controlling the ensorcelled King Théoden. Gríma's rules are covered in Pack 38's Playing the Game and are used as presented there, with the exception that he can be fielded without including Saruman in the Evil player's force. Note that this means the Good player will be unable to kill Gríma, as normally no Good model can strike blows against him until Saruman is killed, which is not possible in this Battle Game.

◄ COWARDLY ADVERSARY
A coward at heart, Gríma is quick to run when threatened, making him a slippery opponent in combat.

Thug Leader

Gríma's thugs are capable warriors seduced by promises of power and wealth, willing to carry out any orders they are given. Among these evil Men there will be one who is strong and aggressive, leading the others in their nefarious deeds. For this scenario, you will need a Warrior of Rohan armed with a shield and hand weapon to be a Thug Leader.

◄ GANG LEADER
A Warrior of Rohan with a distinctive cloak makes an ideal Thug Leader.

Mount Up!

To escape from Edoras, Éomer and his Riders must reach their horses in the stable and ride to safety. The rules for mounting and dismounting steeds were presented in Pack 14. When mounted, all of the Riders except Éomer count as being armed with bows. If any of the Riders are killed while mounted then their horses will remain on the board and may be used by other Good models. The horses themselves cannot move without a rider. Gríma and the thugs cannot ride any of the horses.

▲ JUMPING INTO THE SADDLE
Having reached the stable, Éomer and his Riders must each pass a Jump test to mount their horses.

WINNING THE GAME

In this scenario Gríma must stop Éomer from leaving the city alive.

● The Good side wins if Éomer reaches the board edge furthest from the stable while mounted on a horse.

● The Evil side wins if Éomer is killed or all the horses are slain.

GOOD TACTICS

Reaching the Stable

To make his escape, Éomer must first get to the stable and mount his horse, Firefoot. As the Good player, you will want to get him and his Riders to their horses as quickly as possible. Once mounted, Éomer and his Riders will be a far more formidable force, although they will still be vulnerable if caught on their own by the Evil player's forces. This means it is a good idea to keep your Riders together, even if some of them reach the stable and their horses first, so that they can make a coordinated escape from the city.

▲ CHARGE!
Éomer and his Riders stay close together as they smash through the line of thugs.

▲ HELPING THE MARSHAL
When Éomer loses his horse to bow fire, one of his Riders quickly comes to his aid to offer him a fresh mount.

Unhorsed

Part of the victory conditions of this Battle Game is that Éomer must escape the board on horseback. This means that if Éomer's horse is killed, he will need to take a horse from one of his Riders to successfully leave the table and claim victory. Bearing this in mind, it is worth keeping your mounted Riders close to the Marshal. However, even though keeping your horses alive is important, don't be afraid to risk them in combat as your mounted warriors will be important in defeating the more numerous forces of Evil.
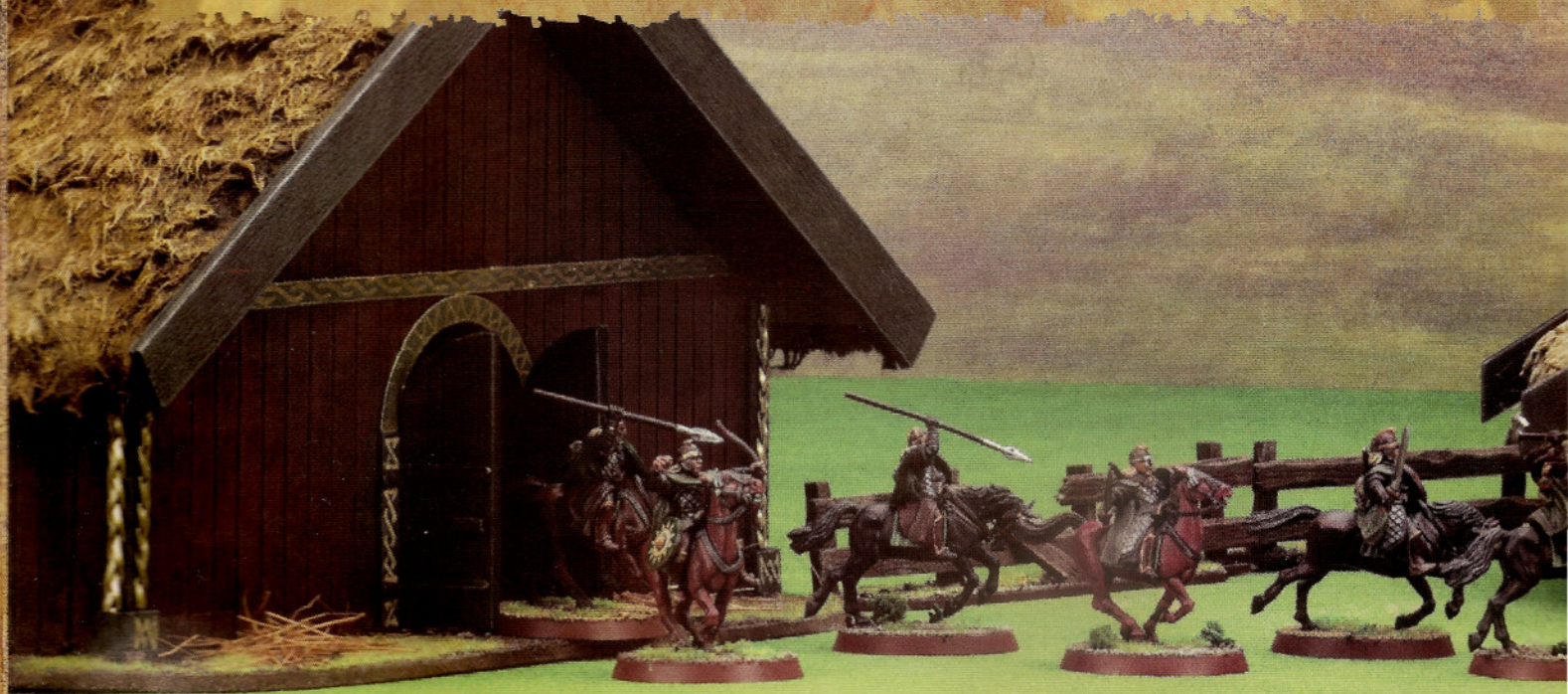
EVIL TACTICS

Targeting the Marshal

As the Evil player, using your archers can be a vital part of preventing Éomer's escape and winning the game. Right from the start of the battle you can move your archers into positions where they will be able to fire at the fleeing Riders and their Marshal. This is important, as once Éomer and his men are mounted your thugs will have a difficult time keeping up with them and you will need your archers to kill either them or their horses. However, don't forget that you only need to kill Éomer to win, so you should endeavour to make him your target of choice.

◄ PRIME TARGET
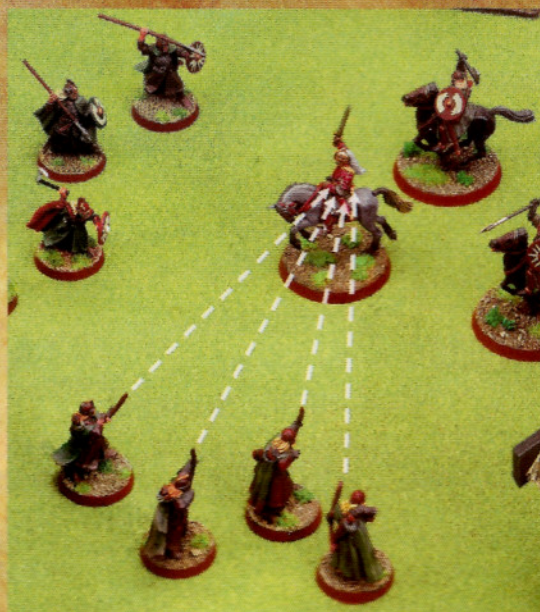*Ignoring the other Riders, the archers direct their fire at Éomer in an effort to kill him or his horse.*

Evil Advisor

To counter Éomer's prodigious combat skills, Grima is invaluable with his special ability to force Heroes to expend extra points of Might. This power can also be quite potent when combined with the Thug Leader, increasing his chances in combat against a powerful Hero like Éomer. Grima is also useful in blocking narrow entrances and exits, such as the stable door. Because Grima cannot be killed, the Good player will be forced to try and drive him back and then hope to slip past the annoying worm.

► DISTRACTION
Without fear of being killed, Grima positions himself in the stable doorway to slow down Éomer's escape.

Éomer™ of Rohan™

Éomer has proved himself to be a skilled Captain, and is an imposing figure on the battlefields of Middle-earth. Here, we show you how to paint this fierce warrior, clad in his elaborate armour, ready to fight in the defence of the Riddermark.

Whether fighting astride his horse, Firefoot, or dismounted alongside the Warriors of Rohan he leads, Éomer is fearsome in combat. He wields an ornate sword and his fine royal armour is made from steel overlaid with elaborate details in red leather, protecting him from enemy attacks on the battlefield. In a similar way to painting Théoden's armour in Pack 29, Éomer's armour presents an interesting challenge to your painting skills. The inlaid silver detail is smaller on this model and, as such, more care is needed when painting it, presenting a good opportunity to practise painting such fine detail. In this Pack, we also introduce the glazing technique, which will prove very useful in future Painting Workshops.

◄ EXILED

Although Gríma is able to banish Éomer from Edoras he cannot strip him of his warrior rank and title.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK	BOLTGUN METAL	SHINING GOLD
TIN BITZ	GRAVEYARD EARTH	CHESTNUT INK
DWARF BRONZE	BLEACHED BONE	TANNED FLESH
CHAINMAIL	SCORCHED BROWN	DWARF FLESH
MITHRIL SILVER	TERRACOTTA	BESTIAL BROWN
BLACK INK	RED INK	CODEX GREY
BROWN INK	DESERT YELLOW	SKULL WHITE
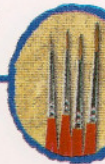
1 Chainmail

Éomer's Chainmail has the same worn and used look as Éowyn's armour from Pack 52 and is painted in a similar way. However, Éomer's has a more pronounced bronze cast to it and this is reflected in the technique used to paint it. After undercoating the model with Chaos Black, apply a heavy dry-brush of Tin Bitz followed by progressively lighter dry-brushes of Dwarf Bronze, Chainmail, then Mithril Silver. Finally, mix a small amount of Black ink with some Brown ink and apply this as a wash over the armour.

◄ *Using a Dwarf Bronze dry-brush helps emphasise the armour's distinctive look.*

➤ *Applying a wash of Black and Brown inks to the chainmail dulls down the brightness of the Mithril Silver.*

➤ *Water the ink down as needed to allow it to flow easily into all the gaps.*

2 Scale Armour

The scale armour Éomer wears under his chainmail has a much cleaner look to it. First, paint all the scales Boltgun Metal, followed by a dry-brush of Chainmail. Next, apply a very light dry-brush of Mithril Silver. Finally, apply a thin wash of Black ink to create shading between the scales.

3 Boots and Gloves

Éomer's boots and gloves are made from the same coloured leather, so they can be painted at the same time. To paint the leather, mix Chaos Black with Graveyard Earth and apply this as the first layer of highlighting. Then, mix in more Graveyard Earth and apply this lighter tone as a second coat of highlights. For the final highlights, add a small amount of Bleached Bone to the mix and apply this to the very edges of the gloves and boots. Finally, apply a wash of Brown ink.

▲ *Using Graveyard Earth in the highlights gives the boots and gloves a worn leather look.*

▲ *Once the leather, chainmail and scale armour are painted, you are ready to move on to painting the intricate plate armour.*

➤ *Before painting, it is a good idea to spend a few moments identifying which areas will remain silver.*

4 Metal Plating

Éomer's breastplate, greaves and leg guards have a sturdy leather overlay. This is painted using a similar technique as on Théoden's armour in Pack 29. First, paint all the areas with an even coat of Boltgun Metal. Next, thin down some Chaos Black paint and carefully apply it to the raised areas of the armour. The aim here is to re-undercoat the leather overlay black while leaving the metal plating visible in the recesses.

5 Leather Overlay

Unlike Théoden's armour, Éomer's leather overlay is a reddish colour. Start by applying Scorched Brown over the black undercoat. Next, paint Terracotta over the brown, leaving a thin line of the brown between the Terracotta and the silver to define it. Then, mix a small amount of Bleached Bone with the Terracotta, creating a lighter tone, and carefully paint this onto the very edges and tips of the leather overlay, providing a highlight.

➤ *Only a small highlight on the very tips of the leather is needed.*

Finally, water down some Red ink – this is then applied over the leather as a 'glaze'. A glaze is like a wash, except the ink is watered down more than usual, and is applied thinly enough so that it creates an even coat and does not run into the crevasses. In this way it does not provide shading, instead it only stains the painted area. The effect of a glaze is that it enriches the colours of the paint beneath it. In this case, it enhances the red tone of the Terracotta and Scorched Brown. Apply as many glazing coats as you wish – you'll see that the colour gets stronger with each additional coat. Finally, you may find that the glazed area is glossier than the rest of the model, but this can be rectified later with a coat of matt varnish.
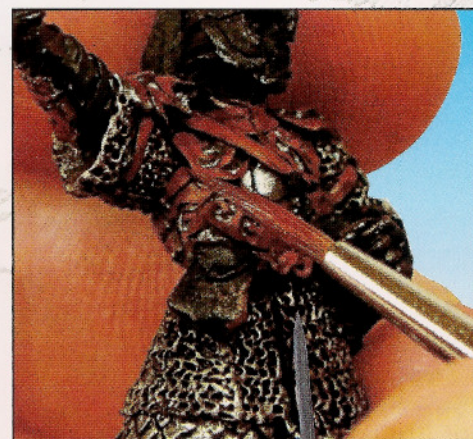
▲ *Be careful not to get any of the Red ink glaze onto the silver inlay.*

➤ *Once the armour is painted you can move onto Éomer's helmet, face and details.*
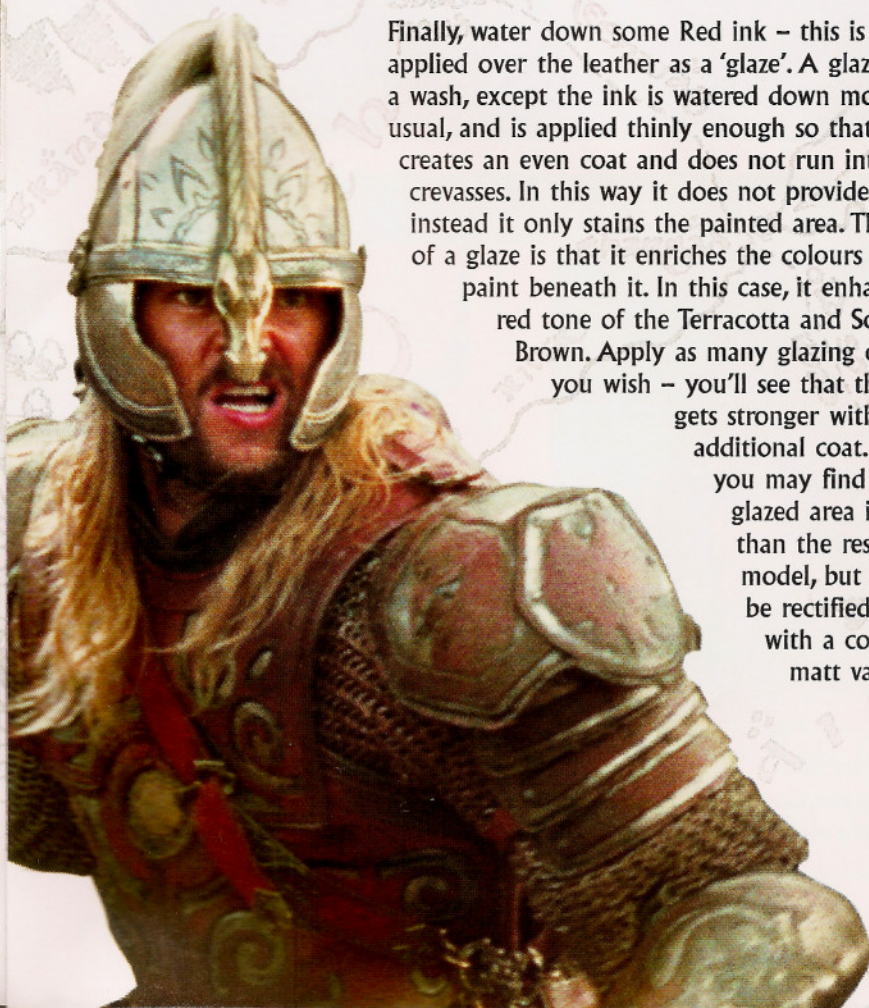
6 Face and Hair

Éomer's face can be painted using the same techniques as used on Aragorn in Pack 61. If you wish, you can also paint the eyes as shown in last Pack's Painting Workshop. Éomer's hair is first painted Graveyard Earth, followed by a dry-brush of Desert Yellow and a final, lighter dry-brush of Bleached Bone.

◄ *If you wish, a Brown ink wash can be applied to Éomer's beard to make it slightly darker than the rest of his hair.*

◄ *When painting the cheek guards, be careful not to get any silver on Éomer's face.*

► *A final wash of Chestnut ink provides some deep shading to the gold.*

7 Helmet and Sword

The helmet is first painted Boltgun Metal, followed by a thinned-down wash of Black ink. Next, highlight the panels with Chainmail and then a final layer of Mithril Silver on the edges. The gold details are first painted Dwarf Bronze. Apply a layer of highlights with Shining Gold. Next, mix Shining Gold with Mithril Silver and apply as a final highlight to the very edges of the detail. Finally, apply a wash of Chestnut ink. The sword can be painted using these same techniques.

8 Final Details

All that remains is to paint Éomer's scabbard, buckles, pouch and the horsehair plume on his helmet. The scabbard is painted in the same way as the leather overlay in Step 5. The gold details on the scabbard and the buckles on the rest of the armour are painted using the same technique as used on Éomer's helmet in Step 7 above. The pouch is painted the same as the boots and gloves in Step 3. The horsehair plume is first painted Codex Grey, followed by a dry-brush of Bleached Bone. Finally, lightly dry-brush the horsehair with Skull White paint.

◄ *The scabbard is painted in the same red leather colours as the armour, with added gold details.*

► *The horsehair plume is painted with a base colour of grey to help distinguish it from Éomer's own hair.*

► *A coat of matt varnish can be used to dull down any shine left from the ink glaze. After that, the model can be based and is ready to use.*

Rohan™ Royal Stable

Horses are essential to the livelihood of the people of Rohan. For this reason, one of the most important buildings in any Rohirrim settlement is the stable. Here, we show you how to build the Royal stable of Edoras for use in your Battle Games.

After the Golden Hall of Meduseld, the most important building within the walls of Edoras is the Royal stable containing the finest horses in all of Rohan, including those used by the rulers of the land to ride into battle. The stable is constructed primarily from wood with a thatched roof. Like the Golden Hall, the stable's importance is reflected by its ornate decoration.

In this Modelling Workshop, we demonstrate how you can build a Rohan Royal stable, complete with detailed interior, allowing your Battle Games to take place both inside and around the building. This model is similar in many respects to your previous Rohan buildings and is a good example of how, by constructing a model using a particular set of techniques, you can make it fit in with an existing set of scenery.

◄ CLASH IN EDORAS
The Royal stable provides an impressive backdrop to this Pack's Battle Game.

YOU WILL NEED

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

FOAM CARD
BALSA SHEET
HARDBOARD
SQUARE BALSA ROD
PLASTIC CARD SHEET
THIN CARDBOARD

FUR FABRIC
MODELLING SAND AND GRAVEL
METALLIC GOLD PEN
CHAOS BLACK,
CATACHAN GREEN,
CODEX GREY,
FORTRESS GREY,
SCORCHED BROWN,
TERRACOTTA,

FLESH WASH,
GRAVEYARD EARTH,
SNAKEBITE LEATHER,
BUBONIC BROWN AND
BLEACHED BONE
ACRYLIC PAINTS
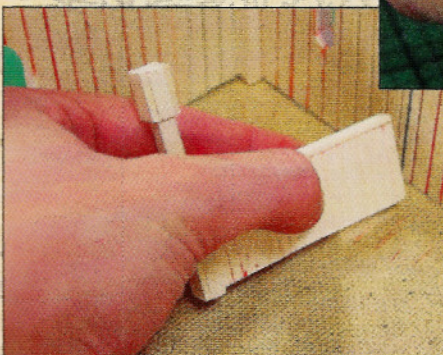FINE CHAIN
BRUSH BRISTLES
DRESSMAKING PINS

① The Basic Structure

The initial shape of the stable is formed from walls, constructed out of foam card and balsa sheet, like the walls of the Golden Hall in Pack 51. A good size for the gabled end walls is about 22cm/8¾" wide and 14cm/5½" high at the point. Cut out a doorway, high and wide enough to accommodate a horse, in one of these end walls. Keep the piece you cut out of the doorway, as you will need it later. The side walls should be the same length as the ends and roughly 7cm/2¾" high, with narrow windows cut at intervals in them. If you wish to make a larger or smaller stable, simply adjust the length of the side walls to accommodate as many or as few stalls as you like.

Once you have your four walls cut out from foam card, cover both sides with thin balsa sheet and score it to give the appearance of separate planks. Once the walls are joined together, you will need to add extra planks of balsa sheet to the corners to cover up any visible edges of the foam board. To provide the whole structure with a sturdy base, glue the walls to an appropriately sized piece of hardboard.

◄ **REFERENCE MINIATURE**
Having a horse miniature to hand during construction will help you check the dimensions of your stable, particularly the size of the doorway.

► **WOODEN PANELLING**
Using the foam card walls as templates for the wooden covering will ensure a neat fit between the two.

► **PILLAR CONSTRUCTION**
Making sure the small pieces of balsa are carefully cut out will result in a neater appearance for the pillars.
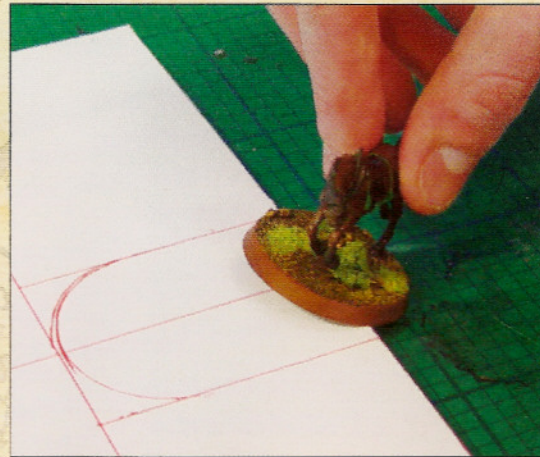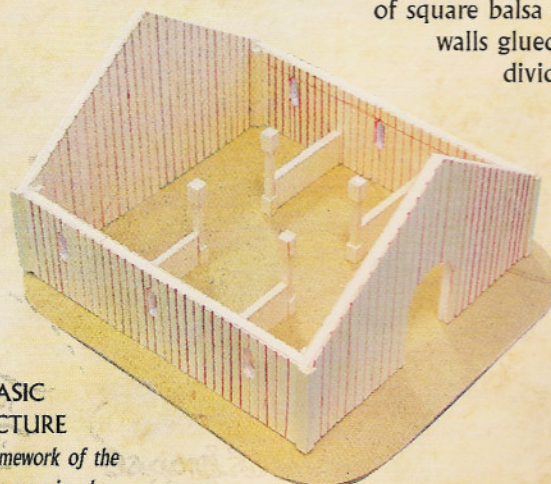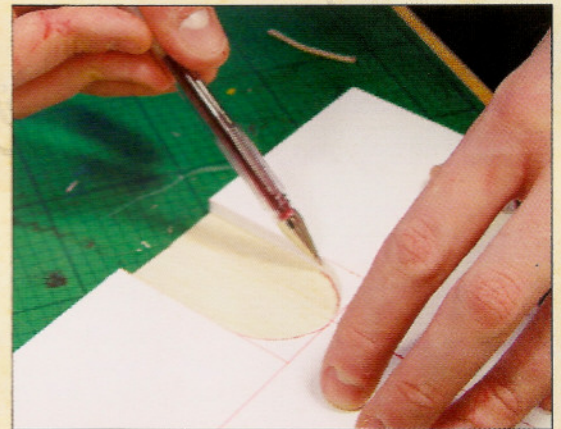

▲ **DIVIDING WALLS**
Carefully measure the gaps between the walls of the stalls to ensure that they are all of equal width.

► **BASIC STRUCTURE**
*The framework of the stable is now in place.*

② Stall Dividers

The low walls that divide the horses' stalls are constructed in a similar manner to the outer walls of the stable, with the addition of pillars at the end. The foam board 'core' of each wall should be about 6½cm/2½" long and 2½cm/1" high. Add balsa sheet planking to either side and a small beam, also made from balsa sheet, along the top. The pillars are made from pieces of square balsa rod the same height as the walls glued to the end of the stall dividers, with the wider parts at the top and bottom made by gluing small pieces of balsa sheet around the rod. Once you have built your dividers, glue them to the walls and floor of the stable at evenly spaced intervals on either side.

3 Doors and Decoration

The doors of the stable are constructed in a similar way to those on the Golden Hall, with the main difference being that they open outwards rather than inwards. Begin by drawing the shape of the doorway onto a piece of card, with a rectangle protruding from either side to form the hinges. Cover both sides of the door with balsa sheet scored to look like planks, then cut it in half. Add strips of balsa to cover the protruding card and make the metal banding using strips of thin card. The decorative braiding at the corners of the building is constructed from thin strips of plastic card, the same way as on the burial mounds in Pack 40. Additional decorative borders can be added using strips of card.
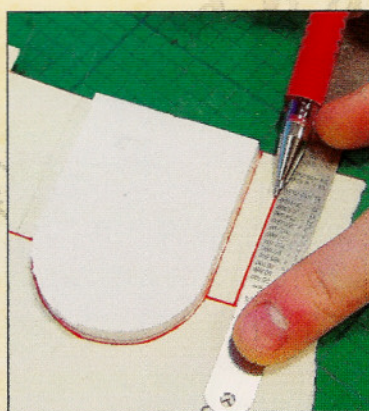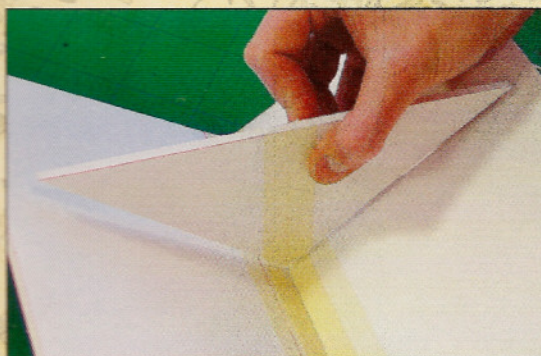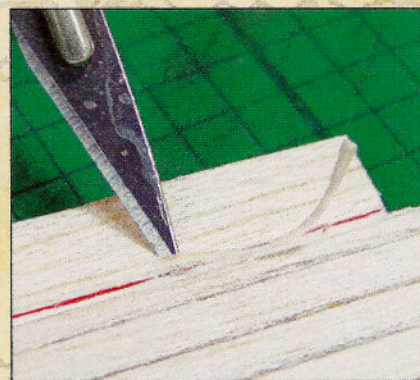
◄ **DOORWAY TEMPLATE**
The piece of foam card you cut out of the front wall can be used to ensure your door will be the correct size and shape.

► **ANGLED CUTTING**
You will need to trim the edges of the doors and frame to ensure the doors have space to open.

◄ **INNER SUPPORTS**
Using large pieces of foam card to support the roof will help to maintain its shape.

4 The Roof

The stable roof can be constructed in the same manner as those of other Rohan buildings, using two pieces of foam card as the basic structure, with thatching made from fur fabric soaked in glue, as described in Pack 50's Modelling Workshop. A common problem with large flat areas, such as the roof on this building, is that they have a tendency to warp and distort when glue is applied to them. There are a number of ways to try to minimise the amount of warping. First, when attaching the fur to the roof, use as little glue as you can. Also, adding large triangular bracing sections inside the roof, made from foam card, can help hold the sides of the roof in place. Once you have constructed the roof, add gables to the ends, constructed the same way as those on the Rohan House from Pack 50's Modelling Workshop.

► **ATTACHING THATCHING**
Using just enough glue to stick the fur to the roof will help to avoid warping.

◄ **THATCHED ROOFING**
Making sure the fur is completely soaked with the glue/water mix will give the most realistic thatching effect.

► **READY FOR PAINTING**
The construction of your stable is now complete.

⑤ Painting and Details

Before painting the stable, you need to texture the base, both inside and outside the stable, by gluing sand to it. Once this is done, undercoat the model black. Remember that if you are using spray to undercoat your model, you will need to apply PVA glue over any exposed foam. The wood inside the stable, along with the doors and gables on the outside, can be painted the same way as the wood on your other Rohan buildings. To achieve the ruddy brown colour of the wood on the exterior of the stable, use increasingly lighter dry-brush layers, first of Scorched Brown, then Terracotta and finally Codex Grey. Water down some Flesh Wash and apply this all over the red wooden areas. Next, give the decorative borders on the walls and around the windows a base colour of Catachan Green, then lightly dry-brush them with Fortress Grey. The golden patterning can be applied with a gold pen the same way as on Meduseld in Pack 51's Modelling Workshop. The thatching is painted the same way as that on your other Rohan buildings.

◄ DOORWAY TEMPLATE
The piece of foam card you cut out of the front wall can be used to ensure your door will be the correct size and shape.

➤ DRY-BRUSHED THATCH
Using a large brush will make it easier to paint the large areas of the roof quickly.

➤ EXTRA DETAILS
Adding small clumps of brush bristles to the outside of the stable gives the base another level of detail.

◄ CAREFUL PINNING
When attaching the chains to the stalls, take care that you don't push the pin through the wall and into your fingers.

Give the base of the model, inside and outside the stable, a dry-brush first with Scorched Brown, then Graveyard Earth. Pick out any small rocks with a dry-brush of Codex Grey. Glue patches of static grass to the base around the outside. The stable is now ready to have the finishing details added to the interior. To make the straw covering the floor of the stalls, glue clumps of brush bristles to the floor with PVA glue. To finish off the stable, add chains across the front of each stall. These are simply small lengths of fine chain, similar to that used on the Moria crane from Pack 20, secured in place using pins. Where the pins go through the end walls, you will need to clip off the protruding ends.

➤ SAFETY MEASURE
When clipping the ends off pins, push the sharp end into a piece of foam card to stop it from flying off.

▲ FINISHED BUILDING
The completed stable, ready to be used with your other Rohan scenery.

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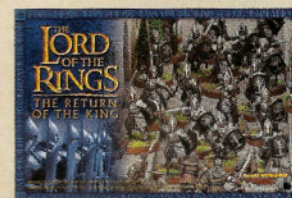
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