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Charge of the Rohirrim™

Gathered in their thousands, the Riders of Rohan descend upon the Pelennor Fields to aid their Gondorian allies. In a devastating and bloody assault, they charge into the massed ranks of Orcs, creating unparalleled carnage and death.

'Ride now... Ride for ruin and the world's ending!'

THÉODEN™

Answering Gondor's call for aid against Sauron's invasion, Théoden sends out his Captains to gather as many Riders as they can. Drawn from all across Rohan thousands of Rohirrim prepare to ride to war against the great Enemy. With them ride Éomer, Marshal of the Mark, and his sister Éowyn, who has disguised herself so that she may fight. Éowyn also bears Merry with her – both of them yet to be tested in the heat of battle, but eager to aid their friends and prove their worth. When the Rohirrim reach the besieged city of Minas Tirith, they behold the true size of Sauron's forces, which cover the Pelennor Fields like a great shadow of evil. Undaunted, the Rohirrim charge into the fray against the massed ranks of their foe, screaming their battle cries. Like an unstoppable wave, the Riders of Rohan carve through the Orc horde, hacking, slashing and trampling the vile creatures into the dirt.

In this Pack's Playing the Game, we present rules and guidelines for running map campaigns set in Middle-earth, in which players can build their own kingdoms. The Battle Game follows four gamers in the first part of our own campaign, detailing the rise and fall of their realms. In the Painting Workshop, you will learn some simple techniques for converting mounted warriors, something that can be applied to your plastic Riders of Rohan models. Finally, in the Modelling Workshop, we will show you how to make burnt-out structures to represent Rohan cottages ravaged by fire.

▲ HORSE-LORDS
The Riders of Rohan show their courage and valour at the Battle of Pelennor Fields.

Map Campaigns

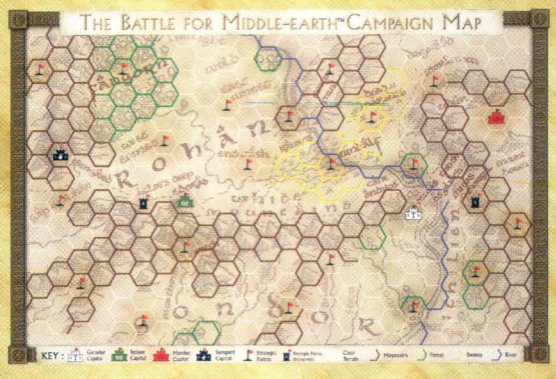
Using a map to link your Battle Games together is an alternative way to play a campaign, allowing you to chart your victories and defeats in a visual way. Here, we look at how to run the 'Battle for Middle-earth' campaign using such a map.

In Pack 17, we introduced the idea of linking your games together to form narrative campaigns. An alternative to this is a campaign based around a map instead of just a story. In this Playing the Game, we present one such map campaign for you to play, called 'Battle for Middle-earth'. This is set around the dramatic events shown in both *The Two Towers* and *The Return of the King* films, specifically the military campaigns wrought by Saruman against Rohan, and Sauron against Gondor. It uses the campaign map included in this Pack and allows you to take the part of one of the four great factions – Gondor, Rohan, Isengard and Mordor – moving your forces around the map, claiming territories and fighting out encounters as separate Battle Games. Additionally, we present some advice for creating map campaigns of your own.

◄ WAR IN MIDDLE-EARTH
Mordor's armies move to besiege Minas Tirith as the war over Middle-earth begins.

Map Campaigns

A narrative campaign follows a set story through a series of defined battles, while a map campaign has two separate elements – the Campaign Turns and the Battle Games. In the Campaign Turns, you use a map to plot the locations and movement of each of your armies, allowing you to choose which battles to fight and which to avoid. The second stage is to play the Battle Games themselves. These are used to resolve what happens when armies clash on the map. Most map campaigns also offer several options for each player to achieve their victory conditions. This means the combined events of a Campaign Turn become part of a larger strategic game.



▲ CAMPAIGN MAP
The 'Battle for Middle-earth' campaign uses the map included as part of this Pack, depicting Rohan, Gondor, Isengard and Mordor.

Battle for Middle-earth™ Campaign

Mordor and Isengard have launched a war upon the land – only the great nations of Rohan and Gondor stand between them and the destruction of Middle-earth.

Starting the Campaign

To start the campaign, each player must choose one of the four factions to play. He then gets to place two armies on the map. One is placed on the capital and the other is placed in an adjacent space. These armies each start out with a points total of 300. The factions' capitals are depicted on the map with the following symbols:

ROHAN

GONDOR

MORDOR

ISENGARD

Players and Forces

This campaign has four factions – Gondor, Rohan, Isengard and Mordor. This allows up to four players to take part, each assuming control of one of the factions. It can also be played with two or three players. With two players, each person takes two factions, either both the Good nations of Gondor and Rohan or the Evil realms of Isengard and Mordor. In a three-player game, one player takes both the Good or both the Evil factions, while the remainder are split between the other two players.

Armies

Each player will have a number of armies during the game, representing the forces he can bring to bear in any given area. Army Markers are used to show the locations of your armies on the campaign map. Army Markers and Territory Markers are printed along the bottom of the map – these are provided for you to cut out and use while playing your campaign.

Each Army Marker has a points total assigned to it. Every time an army needs to play a Battle Game against another army, the player creates his force to a points limit equal to the army's points total. The minimum points total an army can have is 300 points, while the maximum is 600 points. In addition to this, each faction is restricted to a maximum of five armies at any one time. At the start of each Battle Game, the players choose a new force from the appropriate list presented in previous Packs of *Battle Games in Middle-earth*.

Campaign Turn Sequence

1. Initiative Roll
2. Turn Actions
3. Resolve Battles

In a Campaign Turn, each player gets an opportunity to do several things. The order in which this happens is determined by following the turn sequence.

Once every player has taken their actions and any tabletop battles have been fought, a new Campaign Turn starts with another Initiative roll.

1 Initiative Roll

At the start of every Campaign Turn, each player rolls a dice and compares the results to determine the order in which they will take their Turn Actions. The player that rolled the highest takes his Turn Actions first, followed by the player who rolled the next highest, and so on until all players have taken their Turn Actions. Players that tie re-roll until there is a clear order.

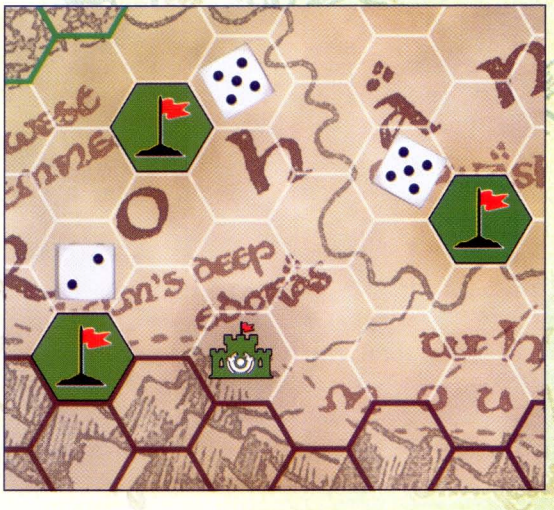
2 Turn Actions

Once Initiative has been determined, players get to take their Turn Actions in the following order:

(i) Gather Resources

(ii) Move Armies

(iii) Distribute Resources



◄ GATHERING RESOURCES

The Rohan player gets to roll three dice to gather resources. Rolling two dice over 4, he gets 200 points, plus a further 100 for his capital, to add to his total.

(i) Gather Resources

Certain spaces on the map are identified with red flags as being Strategic Points. When your faction controls one of these points it has the potential to generate resources that you can later spend to create or reinforce armies. Roll a dice for each Strategic Point you control and on the roll of a 4 or more, add 100 points to your 'treasury'. Your capital counts as a Strategic Point, but automatically adds 100 points to your total every turn without needing to roll. A captured enemy capital does not generate an automatic 100 points – instead, a dice is rolled like a normal Strategic Point.

(ii) Move Armies

In order to capture a Strategic Point, an army simply has to move into the relevant hex and end the current turn's movement there. The player then places one of his Territory Markers to show he retains control of the hex even if his army moves away in a later turn. If a player's army moves onto a Strategic Point which already has an enemy Territory Marker, that marker is removed and replaced by one belonging to the new arrival. However, if the enemy has positioned an army in the hex to guard the Strategic Point, a battle must be fought (as described right), and control goes to the victor. Moving an army involves two things – first a Scouting roll, followed by a Forced March roll (as explained on page 5). If an army fails either of these rolls, it stays where it is and can move no further that Campaign Turn. There are a few other things that can restrict an army's movement:

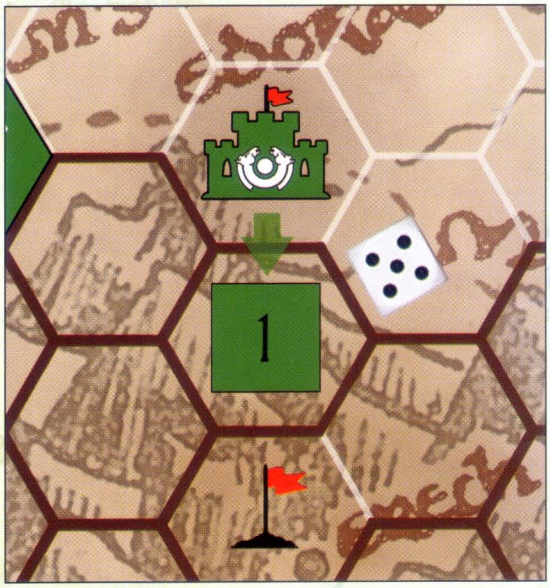
- An army cannot move into a space occupied by another army from its own faction.
- If an army moves into a space occupied by another faction's army, it can move no further. The other army cannot move either, even if it is its turn to move. The two become locked in combat and a Battle Game is fought at the end of the Campaign Turn to see which army will remain in that space.
- When two armies are locked in combat, no armies from any faction can enter that space.

Scouting Roll

To represent the problems of moving armies over difficult terrain, before an army can move into an adjacent space it needs to make a Scouting roll. To do this, first check what type of terrain you want your army to cross – determined by the colour of the line separating the two spaces. Next, look up that colour on the Scouting chart below. This will give you the number you need to roll on a single dice in order to find passage into the next space. Remember, an army cannot move any further once it has failed a Scouting roll.

Scouting Chart

Terrain Type	Dice Roll
(Clear)	Automatic
(Forest)	2+
(Swamp)	3+
(Mountain)	4+
(River)	5+



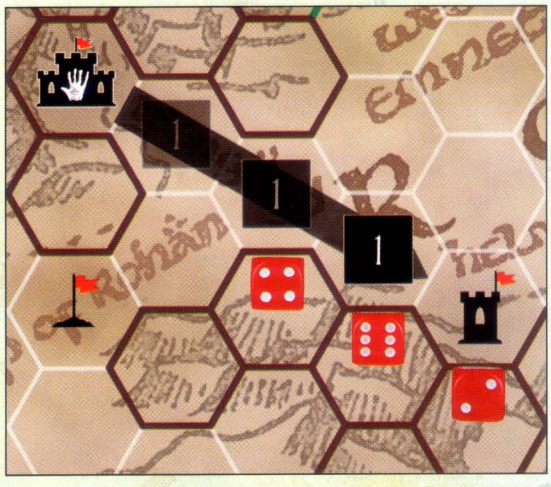
▲ SCOUTING ROLL
In order for this Rohan army to move into the mountains it needs to make a Scouting roll. Scoring a 5 on the dice, the army succeeds and moves into the space.

Forced March Roll

Each space on the map represents a considerable distance. Marching an army across such an expanse can be very troublesome. To represent the exhausting effect such manoeuvring can have, you will need to make a Forced March roll for each space moved. The Forced March chart tells you the number you need to equal or beat in order to successfully move into the next space. As indicated on the chart, you must make a roll for each successive space you wish to move to, and you will find it gets progressively harder the further you go. If you fail a Forced March roll, the army does not move into the space and can advance no further that Campaign Turn.

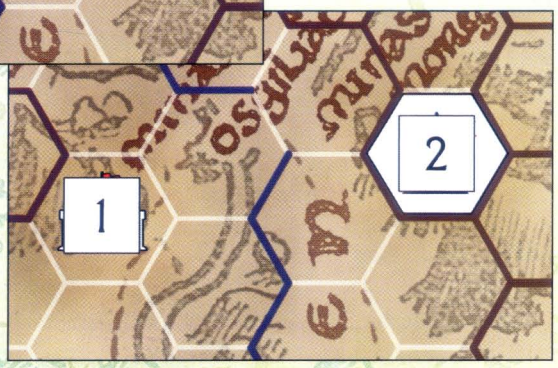
Forced March Chart

Movement	Dice Roll
First Space	Automatic
Second Space	3+
Third Space	4+
Fourth Space	5+



▲ FORCED MARCH
This Isengard army can automatically move one space, and moves a second and third time by rolling a 4 and a 6. However, it cannot move a fourth space because a 2 was rolled. The terrain is clear, so all Scouting rolls are passed without needing to roll.

◄ REINFORCEMENTS
The Gondor player spends 100 points from his treasury to reinforce his army, bringing it to a points total of 400.



► RAISING AN ARMY
With his remaining 300 points, the Gondor player chooses to raise a new army in another Strategic Point.

3 Resolve Battles

When two armies meet on the Campaign Map, a Battle Game is fought. This game uses the 'Open War' scenario from Pack 23, with the following adjustments. The opposing forces are chosen to the points totals of the armies involved. In order to establish a clear winner and loser, the game is won as soon as a player kills half the opponent's force – this means there can be no draw result. The army that wins remains in that space while the defeated side is utterly destroyed and its marker is removed from the Campaign Map. Once all the Battle Games have been played, a new Campaign Turn starts, with everyone making another Initiative roll.

(iii) Distribute Resources

Once a player has moved all the armies he intends to, he may distribute the resources he gathered at the start of his Turn Actions. The points in his treasury may now be used to reinforce or create new armies, or simply kept in the treasury for use in a subsequent Campaign Turn. An army can only be reinforced while it is at a Strategic Point, and not engaged by an ememy. To reinforce an army, move points from your treasury into that army's points total. These points may only be moved in multiples of 100. A new army can be created at any Strategic Point you control as long as there is not already an army in that space. You need to have 300 points in your treasury to start a new army, as that is the minimum size an army can be, and the new army cannot exceed 600 points.

▲ ARMED CONFLICT
The Mordor and Rohan players fight a Battle Game to see who controls a hex. In the game, the 600 point Mordor army easily defeats Rohan's 300 point force.

Faction Bonuses

Each of the four factions gains an advantage that is appropriate to their character and background.

- Isengard's armies add 1 to all their Scouting rolls.
- Rohan's armies add 1 to all their Forced March rolls.
- Mordor adds 1 to each dice's result when rolling to Gather Resources.
- Gondor adds 1 to the dice when making its Initiative roll each turn.

Winning the Campaign

- The campaign lasts for 15 Campaign Turns, at the end of which the player whose faction controls the most Strategic Points is the winner.
- In the event of a tie, play continues until, at the end of any subsequent Campaign Turn, one player controls a majority of Strategic Points.

Alternative Campaigns

A lot more detail can be added to the 'Battle for Middle-earth' campaign. Here we look at ways in which you can customise this campaign with your own ideas.

Gathering Resources

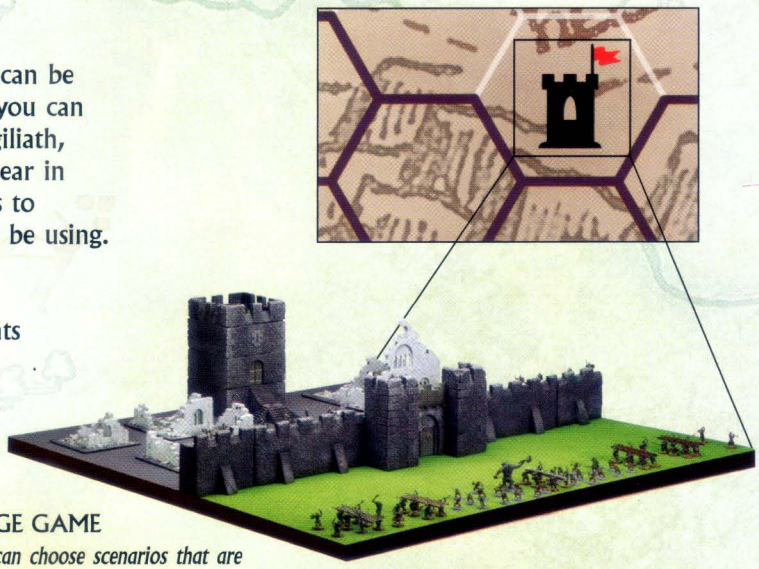
Detail can be added by having Strategic Points provide resources differently. You could have some points generate resources more or less readily than others. For example, desolate or remote places, like the Emyn Muil or the swamps of Nindalf, could only produce resources on the roll of a 5. Places abundant with resources or manpower, such as Fangorn Forest or the heartlands of Gondor, could produce resources on the roll of a 3 or more. This would make some Strategic Points more valuable than others – as such, it is a good idea to have only a few of these on your map.

◄ DIFFICULT MARSHES
It is hard to find the resources needed to raise an army in such a barren land.

Battle Games

Instead of using the 'Open War' scenario, other scenarios can be used as well. When fighting over a capital or stronghold, you can use the 'Besieged!' scenario from Pack 33. If attacking Osgiliath, you could use the 'River Assault' scenario from Pack 41. Bear in mind that different scenarios may need a few adjustments to account for the different points totals and forces you will be using.

You could also change what happens to the losing army after a battle. Instead of being wiped out, the army's points total is reduced by 100 points and it is moved into an empty adjacent space. However, if this reduces the army's points total to less than 300, the army is destroyed. A Scouting roll is needed if it moves into a space by crossing terrain. If the Scouting roll is failed, the army is caught by the victors and wiped out – otherwise it moves into the intended space.



► SIEGE GAME
Players can choose scenarios that are appropriate to the location of the battle.

◄ RETREAT!
The Rohan army is defeated in a Battle Game and attempts to retreat over the mountains. However, it fails its Scouting roll and is wiped out.

Campaign Report

Starting on page 8 is a special Battle Report, focusing on the exploits of four gamers as they play through the 'Battle for Middle-earth' campaign. In it, you can see how some of these alternative campaign ideas are used.

Battle for Middle-earth™

In this Campaign Report, we follow the exploits of four gamers as they face off in a mighty conflict of nations. With all four of the major factions taking part, it will prove to be an exciting and hard-fought battle for Middle-earth.

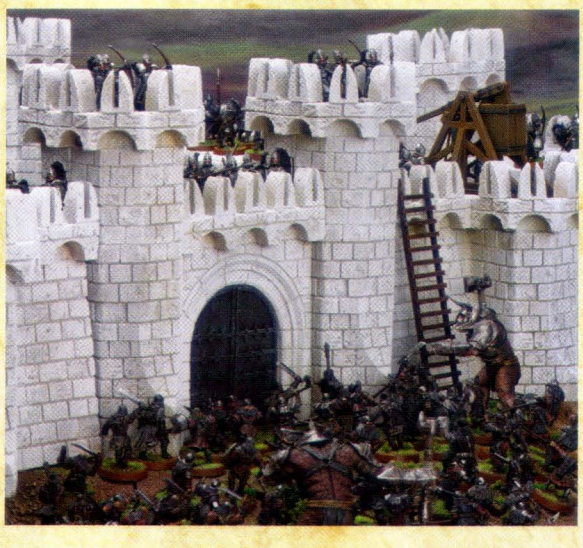
Following on from this Pack's Playing the Game, we decided to see how four gamers would fare when they played the 'Battle for Middle-earth' map campaign. Playing a campaign like this presents an exciting prospect for each of the players, allowing them to control not just armies but also the fate of an entire kingdom. It will test their skills on the battlefield and their strategic abilities as they decide when and where to send their forces, as well as when to attack and when to hold back. In this Campaign Report we will focus on these choices, showing you the progression of each player's faction on the map as they wage war upon the others. You will also learn how the outcome of each Battle Game affects the players' strategies for victory.

◄ A TIME OF WAR
As Frodo bears The One Ring to Mount Doom, the forces of Middle-earth clash in great battles to decide the fate of the world.

Additional Rules

Siege Games

In addition to using the 'Battle for Middle-earth' campaign as it is presented in this Pack's Playing the Game, our gamers decided that any battle fought in a capital or stronghold should use one of the *Battle Games in Middle-earth* siege scenarios, such as the 'Besieged!' game from Pack 33. They also agreed that if there was a scenario suited to the place or forces involved in a battle – such as the 'Break the Gates' Battle Game from Pack 56 for attacks against Minas Tirith – then they would use that. These scenarios are often weighted in favour of one side – adding to the tactical decision to attack such an important Strategic Point.



► FORMIDABLE DEFENCES
With high walls to protect them, capitals and strongholds are valuable Strategic Points.

Choosing Their Forces

Before the campaign could begin, each of the players chose the faction they wanted to command. The gamers also began formulating their plans and strategies for winning.

Richard – 'I really like Saruman and always enjoy the chance to use him in Battle Games. Looking at the map I can already see where I will strike first, using my improved Scouting rolls to secure the harder-to-reach Strategic Points in the mountains and Fangorn Forest. Then, once I have amassed enough Resource Points, I can build a massive army and crush Rohan!'

▲ THE WHITE WIZARD
For this campaign Richard will take the role of Saruman.

Pete – 'As the Mordor player, I have the benefit of starting in a well-defended position. However, the same mountains that are protecting me will also impede my expansion west and south, slowing down my armies. My initial plan, therefore, is to capture a Strategic Point west of the Mountains of Shadow, giving me a place to both raise and reinforce my armies in the field.'

▲ THE DARK LORD
Pete will command the hosts of Mordor.

Darron – 'Commanding the forces of Rohan is a mixed blessing. On the one hand you have fast-moving armies and numerous Strategic Points within easy striking distance across open ground. On the other hand, that same open ground means your realm is the most difficult to defend out of all the four factions. This means I will have to use all my riders' speed to keep the forces of Isengard from my borders and away from my valuable Strategic Points.'

◄ HORSE-LORD
Darron leads the armies of the Rohirrim.

Owen – 'Commanding the armies of Gondor, I know I will have a fierce battle on my hands right from the start, with the forces of Mordor only a stone's throw away. I've decided that I will have to be very aggressive in the first few turns of the campaign, moving my armies toward Mordor. Hopefully if I can gain a foothold such as Minas Morgul early on, then I will be able to stall any advance Pete makes toward Minas Tirith.'

► GONDORIAN GENERAL
Owen takes control of the Kingdom of Gondor.

The March to War

Turns 1-3

The first turns of the campaign began in earnest, with each of the factions expanding their lands and claiming nearby Strategic Points. Inevitably, this rapid growth also led to immediate conflict, as armies clashed over these valuable resources.

Trouble in Fangorn

i Richard and Darron's armies were soon within striking distance across the Gap of Rohan. However, with Isengard on one side and Helm's Deep on the other, neither was willing to commit to an attack that could end in defeat beneath their enemy's walls. Instead their attention turned to Fangorn and the struggle for the surrounding Strategic Points. In a crucial battle in the forest, Darron's army – which included Éomer – managed to defeat the forces of Isengard with a series of devastating charges, destroying Richard's Isengard forces.

Race for Minas Morgul

ii The key stronghold and Strategic Point of Minas Morgul lies almost halfway between the capitals of Mordor and Gondor and is of vital importance to both factions. Both Pete and Owen knew that the first person to claim this fortress would have a significant advantage over the other. As a result both players immediately dispatched armies to take it for their own. However, as Pete's army struggled to find its way across the mountains, the forces of Gondor swept in and claimed it.

Mordor Goes North

iii Because the way south was guarded by the Gondor garrison at Minas Morgul, Pete decided to continue his expansion north. With a growing treasury of Resource Points he was able to raise two additional armies to aid in this venture. Slowed down by mountains and swamps, it was hard-going. However, far from the realms of the other factions, the armies of Mordor could advance unopposed. In response, Owen dispatched one of his newly raised armies north to try and curb the unchecked growth of Mordor.

KEY

GONDOR MOVE — ROHAN MOVE — T TACTICS

ISENGARD MOVE — MORDOR MOVE

Rise of the Strongholds

T Owen – 'One of the things that became apparent in the first few turns of the campaign was the importance of capitals and strongholds. Because we had decided that any battle fought over one of these Strategic Points would be a siege game, the players were naturally hesitant to attack them because any defender would have the benefit of castle walls. This meant that when I took Minas Morgul I created a powerful defence against Pete's armies, ready to use as a staging point for assaults into Mordor.'

Mighty Empires

Turns 4–5

After only a few Campaign Turns, each of the factions had swelled in size and now commanded three or four armies. Also, with many key Strategic Points claimed, the players' newly founded empires began their struggle for dominance in earnest.

Master of Magic

i The conflict between Isengard and Rohan continued furiously. However, despite Darron's efforts to hold back the forces of Isengard, the Kingdom of Rohan was slowly being eroded by Richard's forces. While most of the Battle Games were fought between armies of even points values, Richard's use of Saruman in these games proved decisive, his sorcery turning the tide more than once. It seemed that the White Wizard was slowly gaining the upper hand.

Friends and Foes

T Darron – 'Another interesting part of map campaigns is the possibilities of alliances. An alliance can either be two or more forces agreeing not to attack each other – known as a non-aggression pact – or could involve allies coming to each other's aid. In Turn 5 of the campaign, one of my armies and one of Owen's came within a few spaces of each other near the bottom of the map. While we could have chosen to attack, we both decided that neither of us wanted to be fighting a war on two fronts. However, given the current situation, neither of us could come to the other's aid either.'

Assault on Mordor

ii Having spent the last turn reinforcing the Gondorian army at Minas Morgul, Owen decided to send it forth into Mordor in an attempt to capture Pete's capital. With all of his armies too far away to stop the approaching Gondorians, Pete used the few Resource Points he had to raise a new 300 point army. Faced with a siege, even one where the points were in his favour, Owen chose to send his force back to Minas Morgul. However, Pete knew this might be his only chance to catch the Gondorians away from their stronghold and sent his army to attack. The resulting battle was close and bloody as the 300 point Mordor force struggled to defeat the 500 points of Gondorians. In the end it was Pete's inclusion of Gothmog in his force that turned the tide and vanquished Owen's army.

Massacre in Emyn Muil

iii The Mordor empire continued to grow, with most of the Strategic Points east of the Anduin now in the Dark Lord's hands. Having sent an army north to try to slow Pete's expansion, Owen now found his 300 point force surrounded and cut off amid the treacherous rocky maze known as the Emyn Muil. In a valiant effort, the Gondorian army tried to fight its way past the forces of Mordor and back to its own side of the river. However, in the resulting battle, Pete's larger, 500 point army, combined with the brutal strength of his Trolls, proved too much for Owen's troops and they were destroyed.

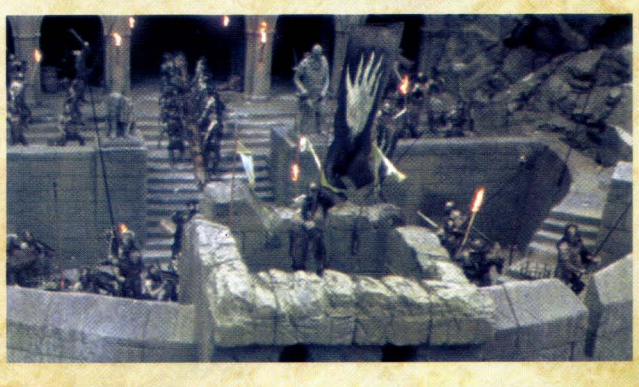
Fate of the World

Turns 6-8

With Rohan suffering badly at the hands of Isengard, and Gondor's campaign against Mordor faltering, things were looking grim for the two Good players. It seemed that the fate of both factions would be decided on the walls of their capitals.

Terrible Risks

i With Richard's armies controlling most of the Strategic Points between Isengard and Edoras, Darron's treasury was dwindling rapidly. In an attempt to turn the tide of the war he decided to take the risk of moving his substantial army out of the defences of Helm's Deep to send it on the offensive. Unfortunately for Darron he failed his first Forced March roll, leaving his army exposed and stranded. This allowed Richard to slip one of his armies into Helm's Deep, taking it without a fight!



Attack at Edoras

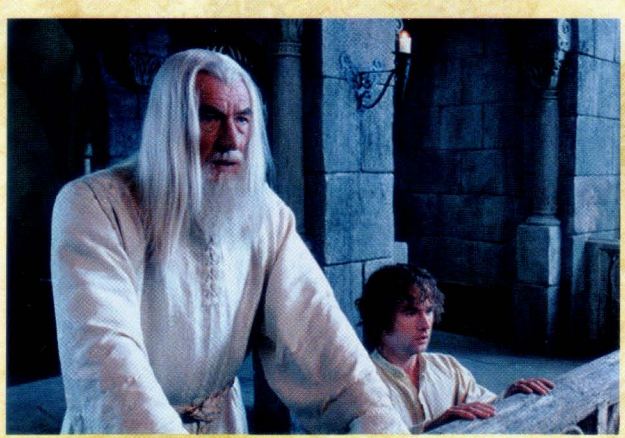
ii With nothing standing between Edoras and the armies of Isengard, Richard made his move to take the Rohan city. With the aid of siege troops and Saruman's magic, his troops stormed the city's shattered gate and gained a foothold on its walls. Only the last-minute intervention of Darron's Riders of Rohan and the incredible efforts of his Heroes, such as Éomer and Háma, kept the Isengard army out and allowed him to claim victory. However, with even more Isengard armies closing in, it seemed only a matter of time before Edoras, and the Kingdom of Rohan, fell.

The White Walls

iii Much like the armies of Isengard, the forces of Mordor had grown considerably and were now gathering around Minas Tirith. Rather than send any more armies north to face this threat, Owen increased the White City's garrison to 600 points and concentrated on protecting the ways south such as the crossing at the Pelargir. Undaunted, Pete threw his armies forward, intent on taking the Gondorian capital. However, the walls held strong and after two bloody siege games Mordor had been repulsed.

Next Pack...

In Pack 67, we present the exciting conclusion to our 'Battle for Middle-earth' Campaign Report. Will Mordor be able to take Minas Tirith? Or will the forces of Gondor muster the strength to strike back at their attackers? Will Isengard crush the last of the Rohan resistance, or will they turn their attentions toward the lands of Gondor and Mordor?



Current Campaign Standings

- 10 strategic points
- 4 strategic points
- 8 strategic points
- 2 strategic points

Rohan™ Conversions

Conversions provide a striking way to personalise your force, creating a dynamic and unique collection of models. Here, we explore ways to convert your Riders of Rohan figures, increasing the variety and visual appeal of your Rohirrim army.

Unlike the regimented soldiers of Minas Tirith or the disciplined ranks of Uruk-hai, the armies of Rohan have a less uniform feel, representing an army made up of individuals rather than anonymous troops. You can reflect this by converting some of your models to increase the variety of poses in your force. Conversions can be as elaborate or as simple as you want, ranging from a simple weapon or head swap, to completely changing the pose or appearance of a figure. Riders of Rohan can be converted in a number of ways, to give you a diverse range of warriors. Here we will show you how to perform a variety of weapon swaps on your riders, as well as how to go about changing their poses. We will also look at how to apply these techniques to create a unique Rider of Rohan Captain model.

◄ HORSE-LORDS OF ROHAN
Charging into battle astride their powerful steeds, the Rohirrim are an impressive sight.

Painting Essentials

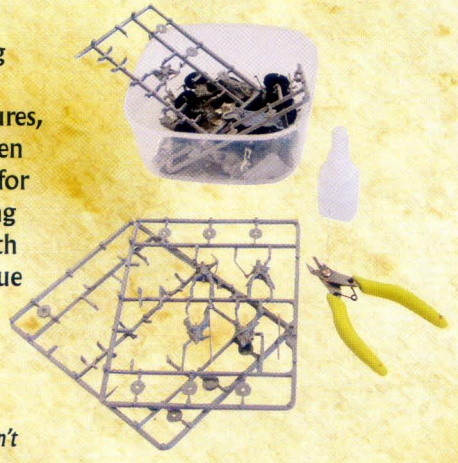
Painting Essentials

In addition to these modelling tools, you will need the paints listed in Pack 50.

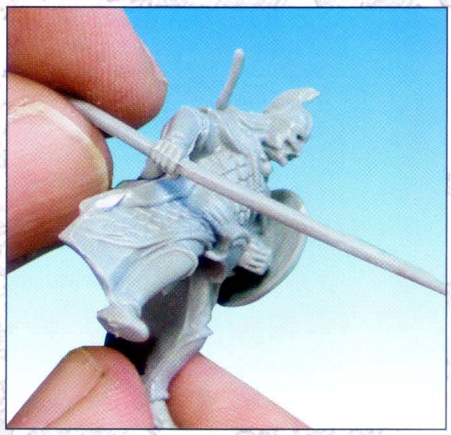
- CLIPPERS
- MODELLING KNIFE
- FILE
- SUPERGLUE
- PLASTIC GLUE
- ADHESIVE PUTTY

Bits Box

After you have been converting for a while, you will probably amass a sizeable bits box of figures, bases and off-cuts. These can then become an invaluable resource for future conversion projects, giving you more options and ideas with which to create your own unique Heroes and warriors.



► *When building and converting models, try to keep anything you don't use, as it may come in handy later.*

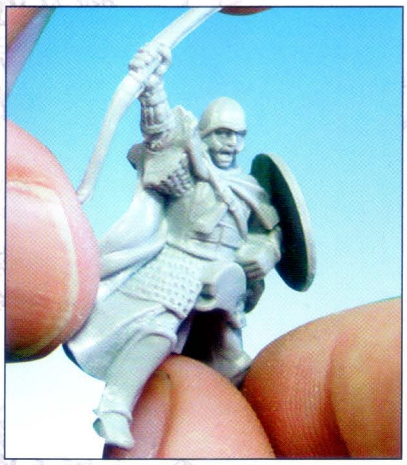


► *Sometimes you don't need to replace a model's weapon to create a different-looking figure. This Rider has simply had his weapon arm repositioned.*

1 Changing Weapons

When changing a Rider's axe, spear or bow, the first step is to remove its existing weapon without causing too much damage. This usually means cutting through a model's wrist, forearm or weapon haft. This works best on parts that are positioned away from the model's body to avoid damaging it. Where you cannot do this, you will need to file down any protrusions and fill resultant gaps with putty. Plastic glue can be a real boon here, as the 'weld' it creates can disguise many gaps in plastic models. The other important thing to bear in mind when converting weapons is making the final model as naturally posed as possible. The best way to do this is to compare the model you are converting with any 'donor' figures before doing any cutting, to decide which weapon, hand or arm would suit him best.

▲ *This is an example of finding a weapon that suits a figure. The axe and hand work well with the rest of the model to make it look as though he is pulling his axe back to hack down at his foes.*



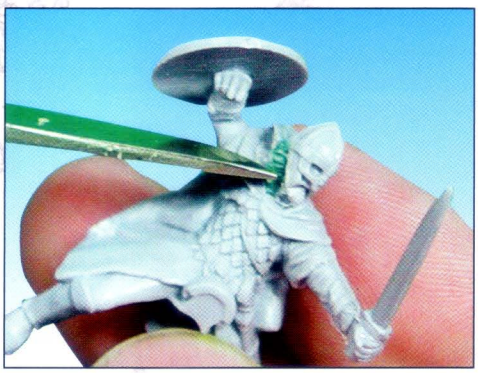
◄ *This Rider has had his sword replaced with a bow to create a different pose.*

'Muster the Rohirrim!'

THÉODEN™

2 Converting a Captain

A Captain needs to stand out on the battlefield, which means making him look as dramatic as possible. In addition to painting him differently to the rest of his warriors you can use some of the conversion techniques described above. For the basis of our Captain we have chosen one of the archers, because of the way his arms are positioned. Replacing his bow with a sword and adding a shield to his other arm makes it look like he is calling a charge and motioning with his blade. To enhance this effect we have also swapped his head for one with a more impressive helmet and positioned it so that he is looking along the blade of his sword, toward his target. You may need to work a small ball of adhesive putty into the join between head and neck. A thin coat of superglue will make the putty hard enough to paint over.



▲ *After giving our Captain a different head we have repaired the damage to the figure with adhesive putty.*

► *Your finished converted Captain. The horse will be covered in Pack 67's Painting Workshop.*

Destroyed Cottages

As Saruman's forces rampage across the lands of Rohan, they burn and pillage any Rohirrim settlements they come across. In this Modelling Workshop, we show you how to make a model of a Rohan cottage, partially collapsed and gutted by fire.

With Théoden under the control of Saruman's agent Gríma Wormtongue, the incursions of Isengard's forces, comprising Orcs, Wild Men of Dunland and the ferocious Uruk-hai, grow ever more frequent. Indiscriminately wreaking havoc throughout the land, the armies of the White Hand show no mercy, slaughtering the peasants of Rohan and razing their homes.

In this Pack, we demonstrate how you can make a model to represent the charred, broken remains of a Rohan cottage. Most of the techniques presented here are similar to those you have learned in previous Modelling Workshops, with the focus on adding an extra level of detail to convincingly portray the shell of a building gutted by fire. You have already made some ruined stone buildings in Pack 33's Modelling Workshop, but here we show you how to represent damage to other types of building materials.

◄ DEFENCE OF THE WESTFOLD
Rohirrim clash with Saruman's minions around the ruins of a Rohan cottage.

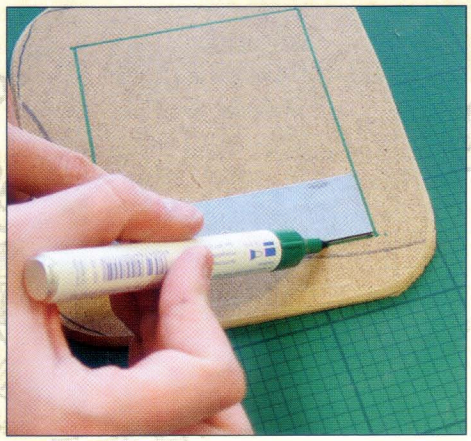
You Will Need

Modelling Essentials
In addition to the usual modelling essentials, you will need:

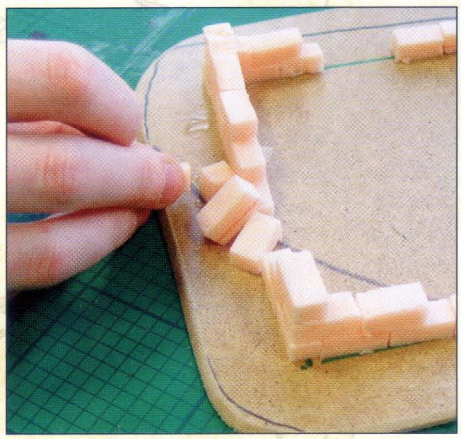
- Hardboard
- 2½cm/1" thick styrene
- Foam card
- Cocktail sticks
- 5mm square balsa rod
- Broom bristles
- Balsa sheet
- Sand and gravel
- Chaos Black, Codex Grey, Fortress Grey,
- Catachan Green, Snakebite Leather, Bubonic Brown, Bleached Bone, Scorched Brown and Graveyard Earth acrylic paints
- Black spray paint

1 Lower Walls

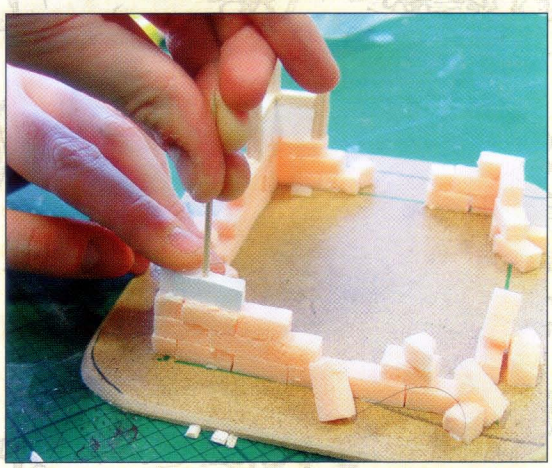
To make the base of the cottage, begin by cutting a piece of hardboard, slightly longer and wider than the cottage itself. It is on this base that you will build the remains of the cottage's stone lower walls. These are constructed from styrene 'bricks', about 1cm/½" long and slightly shorter and narrower. Cut a strip of styrene, then, using a craft knife, cut it up into small cuboid chunks. Use these to build up the walls of the cottage in a brickwork pattern. Leave irregular gaps around the walls and glue scattered stones to the base to give the walls a damaged appearance. Don't worry too much about making all the bricks of equal size – slight variations will give a more realistic look. To add to the damaged appearance of the stones, roughly break the edges off those bricks exposed at the ends of walls.



◄ FLOOR PLAN
Marking the outline of the cottage on the base will ensure your walls are at the correct angles in relation to each other.



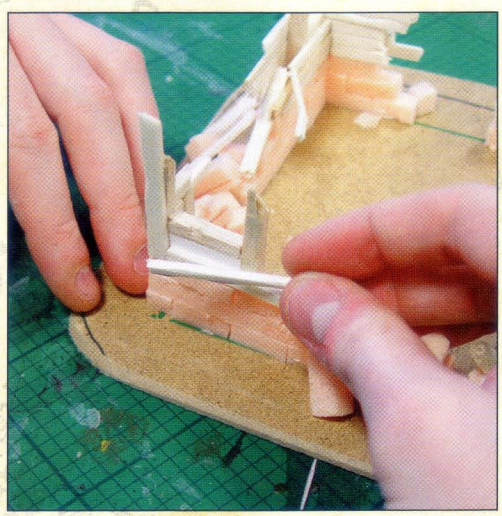
► CRUMBLING FOUNDATIONS
Leaving the walls relatively intact at the corners will help define the shape of the house.



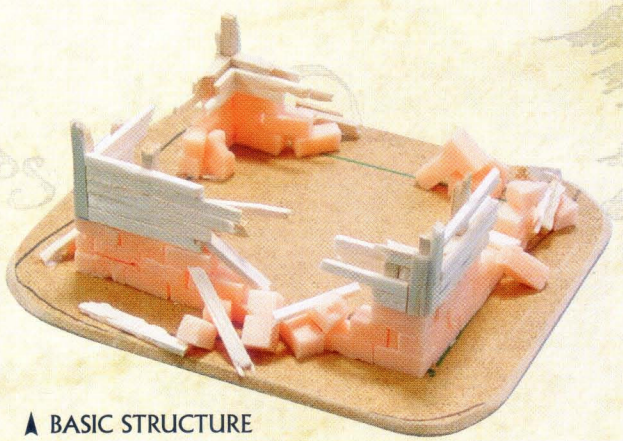
2 Upper Walls

The wooden upper walls of the cottage are made from balsa sheet and rod, attached to a foam card core that anchors the upper walls in place above the stone base. Where the walls are intact, glue a small block of foam card on top of them. Pushing a piece of cocktail stick through the foam card and into the styrene blocks will help hold the foam card in place while the glue dries and will also make the house more robust when it is finished. Once the foam card core is positioned, begin by gluing pieces of balsa rod around the edges. To give the wood a realistic, splintered appearance, roughly break the ends off the protruding pieces. Once all the edges of the foam card are covered with pieces of balsa rod, cut planks out of balsa sheet and glue these to the front and back.

▲ SUPPORTING JOINT
Twist the cocktail sticks as you push them through the foam card and styrene. This will avoid the styrene being torn.



► WOODEN COVERING
Once the balsa rod and planks are glued in place, the foam card core will be completely covered.

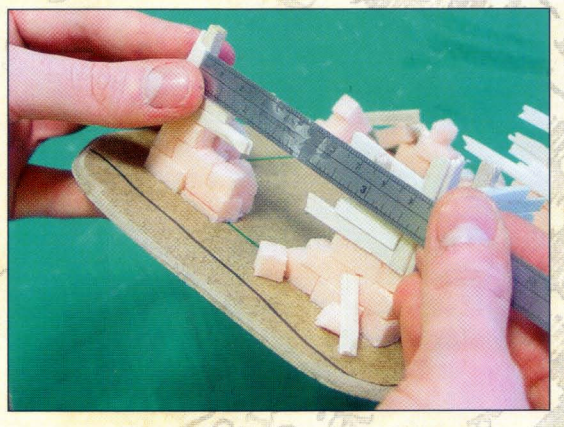


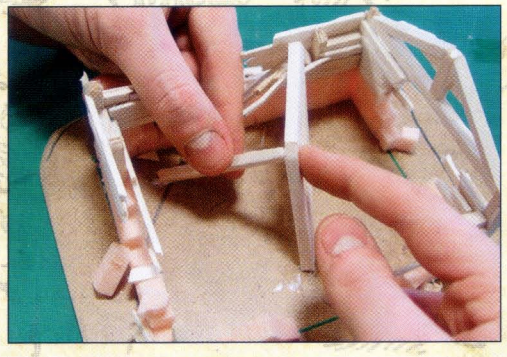
▲ BASIC STRUCTURE
Your model will now be taking shape.

3 Roof and Door

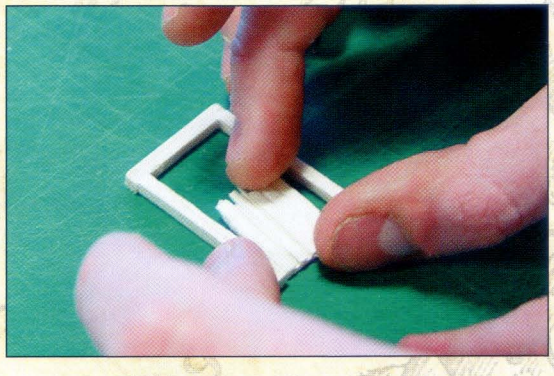
The collapsed rafters of the roof are constructed from lengths of balsa rod, glued in place above the main structure of the building. Begin with a long beam that runs the width of the building, between the vertical pieces of balsa rod at the corners. Add a central short beam at a right angle to this, then two diagonal beams to give the sloped sides of the roof. As with all the other wooden areas of the model, you can make parts of the rafters splintered and broken to represent damage caused by the fire. To finish off the rafters, glue pieces of balsa rod to form the remnants of a central beam running along the ridge of the roof. The damaged door is constructed from a piece of balsa sheet scored with planks, with a frame formed from three pieces of balsa rod. The door is assembled before being glued into place at the front of the house.

► PRECISE CONSTRUCTION
Careful measuring will ensure that the beam fits neatly at the base of the rafters.





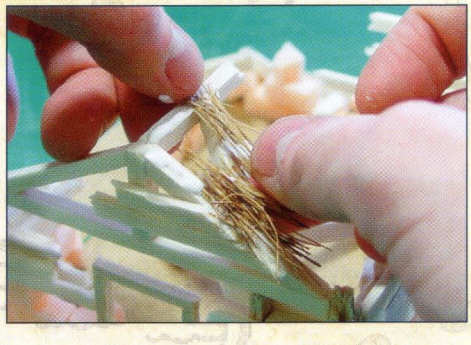
◄ COLLAPSED FRAME
Supports for the rafters can be glued into the hollow space between the balsa walls and the inside of the building, in order to hold the frame of the roof in place.



► SHATTERED ENTRANCE
To create a partially destroyed door, break it in two. Glue half to the door frame and the other half to the base.

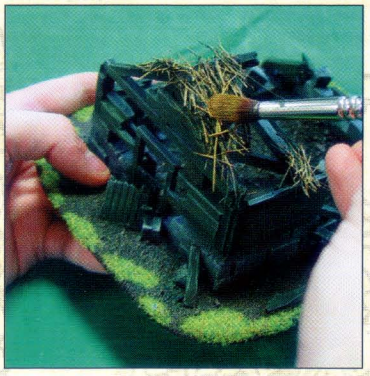
4 Burned Thatch

To make the remains of the building's thatched roof, you will need bristles cut from a broom, like those used to make the hay for the stable in Pack 64. Once you have enough bristles, apply PVA glue to the outside of the roof's frame. Stick a clump of bristles to the frame, with most of them lying along the slope of the roof. Once the glue has dried, thin down some PVA and brush a layer of this over the bristles. Glue more bristles on top of those already in place, then repeat this step, building up the bristles until you are happy with the thatching effect.



◄ RAVAGED THATCH
Gluing the bristles to the most intact sections of the roof will result in the most realistic effect.

► COMPLETED STRUCTURE
The cottage is now ready to be painted.



► GENTLE PAINTING
Take care when dry-brushing the fragile protruding pieces of balsa and bristles.

5 Painting the Cottage

Start by giving the foundations a coat of textured paint, then glue sand and gravel to the base. Next, undercoat the entire model black. Since the styrene will be protected by the textured paint and the foam card is covered by balsa sheet and rod, the quickest way to do this is to use spray paint. The stone, wood and thatching can all be painted in the same way as the Rohan Cottages from Pack 50. To paint the base, begin with a dry-brush of Scorched Brown, followed by another dry-brush of Graveyard Earth. Add clumps of static grass around the edges of the base, but leave the ground immediately next to the building clear. To give the cottage a burned appearance, lightly spray black paint around the edges of the most badly damaged areas. Complete the effect by giving the charred areas a light dry-brush with Fortress Grey to represent ash.

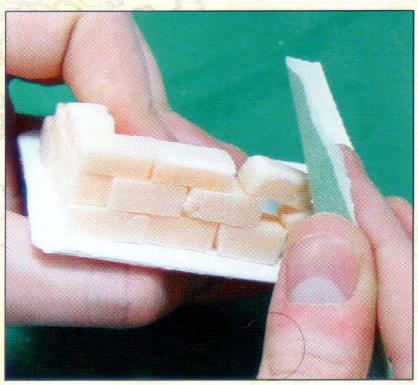
▲ CONTROLLED SPRAYING
Attach the building to a temporary base to avoid touching the wet paint. Aim to give the damaged areas a very light dusting of paint.

► FIRE DAMAGE
Your ruined cottage is now ready for use on the tabletop.

Alternative Approaches

Scatter Terrain

The techniques shown in this Modelling Workshop can be adapted to make buildings at various stages of decay, from more complete houses to the remains of those that have been completely destroyed. Pieces like this make good 'scatter' terrain – small items that are quick and easy to make, which can add an extra degree of detail when scattered across your battlefield. If you wish, you could even make an undamaged Rohan cottage, complete with interior, using a combination of the techniques shown here and those in Pack 50's Modelling Workshop.



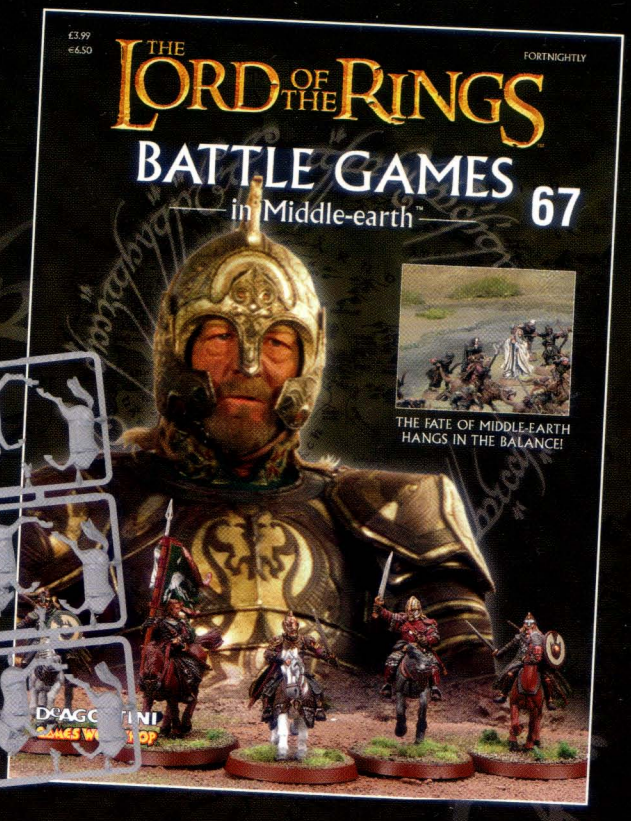
◄ WORN STONE
Sanding down the edges of the bricks will give them a well-weathered look.

► TAKE COVER!
The remnants of walls can provide battlefield cover for troops.

IN YOUR NEXT GAMING PACK...

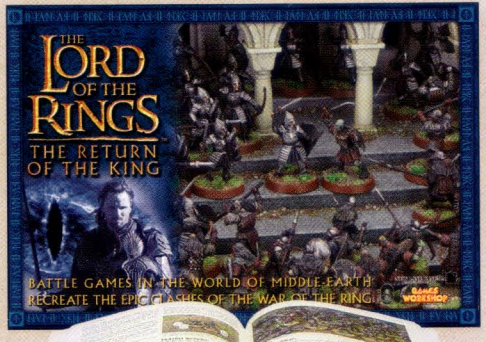
The War of The Ring rages across Middle-earth!

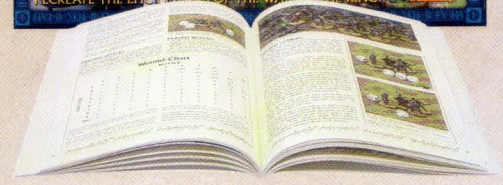
- 'The Lord of the Rings' campaign continues with 'The Two Towers'
- We present the next instalment of our multi-player Campaign Report
- Paint your new plastic horses for your Riders of Rohan
- Build a set of Dunlending hovels
- PLUS: 6 plastic Rohan horses



THE LORD OF THE RINGS
THE RETURN OF THE KING

Battle Games in Middle-earth is just one part of *The Lord of The Rings* tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.





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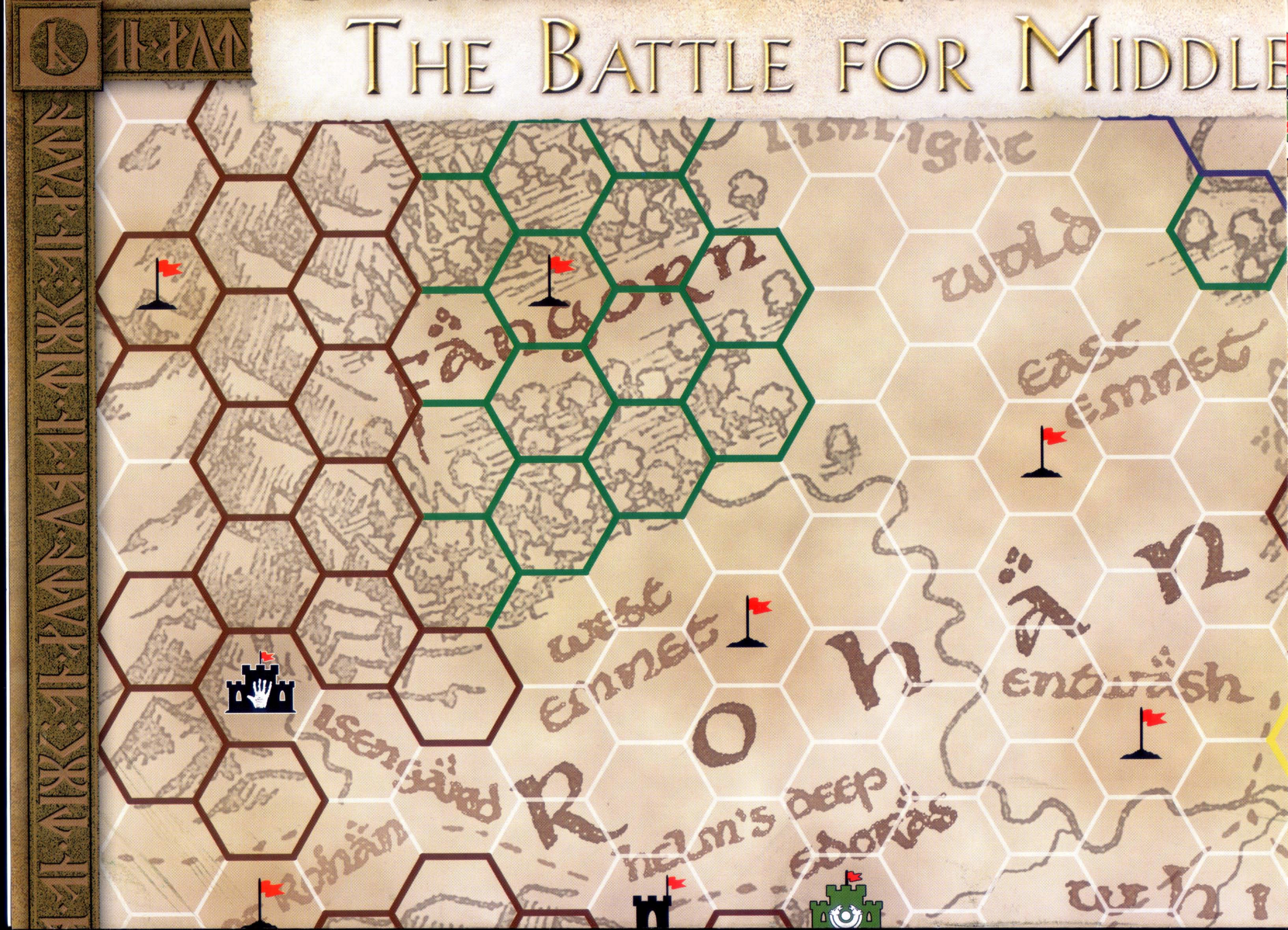
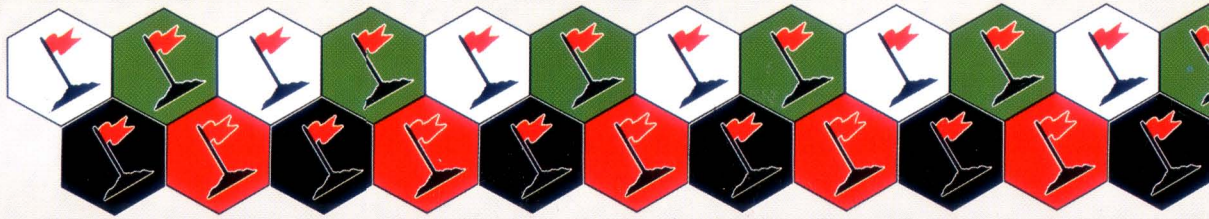

THE BATTLE FOR MIDDLE
Limlight
wold
fängorn
east emnet
west emnet
Rohän
entwäsh
helm's deep
edoras

Cut out these Army and Territory markers for use in the campaign:



NEW LINE CINEMA
A Time Warner Company

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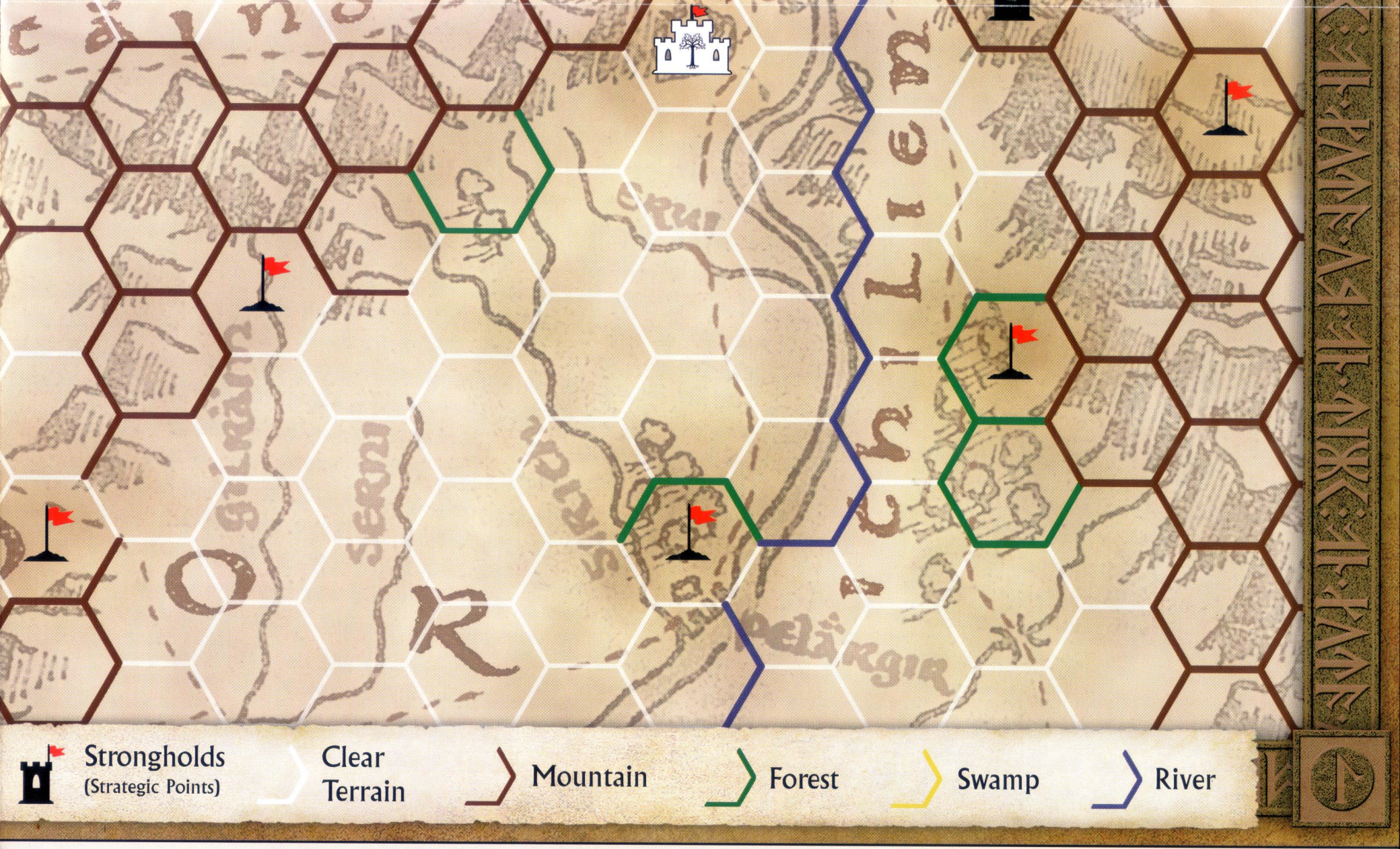
E-EARTH™ CAMPAIGN MAP



1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5