THE LORD OF THE RINGS

BATTLE GAMES
in Middle-earth

68

THE ROHIRRIM UNCOVER
TREACHERY IN DUNLAND!

THE LORD OF THE RINGS

BATTLE GAMES 68
in Middle-earth™

Creatures of Evil

Wargs stalk the lands of Middle-earth, hiding in the dark places of the world. Some of these wild and savage creatures have been tamed by Orcs, who ride them into battle, but many more continue to roam free in dangerous hunting packs.

'*Send out your Warg Riders.*'

SARUMAN™

There are many foul and dangerous creatures that threaten the inhabitants of Middle-earth, such as murderous Orcs and bloodthirsty Trolls. However, perhaps the most savage and bestial of these are the Wargs – giant, wolf-like creatures possessed of an evil and predatory cunning. In the lands of Rohan, Wargs are a constant threat to rural communities and unwary travellers. In the darkness of the night they stalk their prey, hunting any men, women and children foolish enough to be caught outside. To add to the woes of the people of Rohan, Saruman has bred many Wargs in the pits beneath Isengard. Carrying the Wizard's Orc warriors into battle, these wolves of Isengard are driven to ever greater heights of bestial fury by the cruel treatment administered by their evil masters.

In this Pack's Playing the Game, we present the next section of 'The Two Towers' campaign, following the plight of the Ringbearer as he continues his perilous journey toward Mount Doom. In the Battle Game, the Rohirrim purge their lands of evil as they raid a Dunlending village during a hunt for wild Wargs, while in the Painting Workshop, we will show you how to paint your plastic Warg models. The Modelling Workshop takes a closer look at making hills, trees, fences and hedges, presenting advanced techniques for creating the best finish possible on your generic terrain.

◄▲ **ANIMAL SAVAGERY**
The brutal Warg Riders attack swiftly and without a shred of mercy, heedless of their own safety.

The War for Rohan

As the forces of Isengard march into the lands of Rohan, the warriors of The Fellowship come to the Horse-lords' aid. In this, the second part of 'The Two Towers' campaign, the Rohirrim must struggle to defend their kingdom.

The pursuit of the kidnapped Hobbits has led the Champion and his companions into the Riddermark, where they suddenly find themselves caught in the middle of a war between the evil Wizard, Saruman, and the people of Rohan. Lending their strength to the Rohirrim cause, they try to change the fortunes of Rohan in the battles against the armies of the White Hand.

Following on from Pack 67, this part of 'The Two Towers' campaign focuses on Saruman's assault on the Kingdom of Rohan, as well as the events leading up to the siege of Helm's Deep. Your chosen Champion and Warriors, from Pack 60's 'Council of Elrond', play a large role in this part of the campaign, featuring in many of the battles and allowing you to use their considerable skills to defeat the armies of Saruman. New characters, such as Éowyn, also become available to the Good player, while the Evil player now has access to Gríma and the mighty White Wizard himself – Saruman!

◄ **CHAMPIONS OF GOOD**
The Fellowship stands with the Rohirrim against the armies of Isengard.

RECAP

Special Campaign Rules

All of the special campaign rules detailed in Pack 67's Playing the Game also apply to 'The War for Rohan', including 'Death of a Hero' and 'Victory Points'. In addition, many of the scenarios presented in this section are played as points match games, where each side must choose its force to a set points limit. As well as the points restriction, other aspects of the players' force selection may be limited, depending on how they have fared in previous scenarios. All of these changes are detailed with the relevant Battle Games. Note that, where you are required to include members of The Fellowship in your force, they must be purchased from your points limit.

◄▲ **WARRIORS OF MIDDLE-EARTH**
Points match games allow you to choose which warriors you will include in your force.

Message to Edoras™

As Saruman's forces pour into the Kingdom of Rohan, they go on a murderous rampage, burning villages and killing indiscriminately. If the Rohirrim are to have any hope of resistance, they must warn Edoras of the coming hordes of Isengard.

The people of Rohan must warn their King of the approaching army of Orcs and Uruk-hai before it can fall upon the capital, Edoras. However, with so many evil warriors streaming into the Westfold, travel is nigh impossible and any messenger must be both swift and lucky to avoid detection. Fortunately for the Rohirrim help is at hand, with the arrival of the warriors of The Fellowship – ready to stand shoulder to shoulder with the people of Rohan against the gathering forces of darkness.

Playing the Battle Game

The 'Message to Edoras' Battle Game is detailed in Pack 50. This scenario is played as presented there, with the following exceptions:

- Instead of using the combatants listed, both players have 600 points with which to build their forces. In addition, the player who currently has the most Victory Points may add an extra 100 points to their force. If the Victory Points scores are equal, then neither side gains a bonus.

- The Good player's force must include his chosen Champion and Warriors from the Council of Elrond, and may not include any other Heroes. It is also restricted to warriors from the 'Forces of Rohan' list in Pack 18. The force must include at least 15 models.

- The Evil player must create his army using the 'Forces of Isengard' list from Pack 16. His force may also include Orcs, Orc Captains and Orc Banner Bearers, as detailed in Packs 24 and 34. It may not, however, include either Saruman or Gríma. Note that, if either Lurtz or Uglúk survived any games in which they previously featured, then they may also be used here.

RESULT

- If the Good side currently has the most Victory Points, play the 'Restore the King' Battle Game.

- If the Evil side currently has the most Victory Points, or the scores are tied, play the 'Hold the Fort' scenario.

▲ RIDE FOR EDORAS
The Rohirrim must break through the lines of Uruk–hai and try to alert Edoras to the approaching danger.

Hold the Fort

Saruman's forces have caught the Rohirrim unawares, and the Horse–lords must battle desperately to stop the invasion. Those Rohan warriors who have not retreated must try to hold the line against the Uruk–hai and Orc marauders.

Against the unstoppable tide of Orcs and Uruk-hai warriors, the Rohirrim have been forced to fall back, giving ground to their savage foes. However, amid the chaos of the invasion there are still pockets of resistance standing between Saruman and the city of Edoras. Alongside the Rohirrim are the warriors of The Fellowship, helping to hold back the armies of the White Hand as they make their way to the capital. However, the White Wizard's armies will show no mercy, and are intent on killing all who stand in their path.

◄ DEFENCE OF ROHAN
The Rohirrim hold back Saruman's Uruk–hai army.

Playing the Battle Game

The 'Hold the Fort' Battle Game is detailed in Pack 27. This scenario is played as presented there, with the following exceptions:

- Instead of using the combatants listed, both players have 600 points with which to build their forces. In addition, instead of killing Éomer, change the objective in the Winning the Game section to killing the Good player's Champion.

- The Good and Evil forces are constructed using the same restrictions as detailed in the previous scenario, 'Message to Edoras'.

RESULT

- Tally up the Victory Points for this game as normal. Regardless of who is currently in the lead, play the 'Restore the King' Battle Game next.

Restore the King

Théoden has been ensorcelled by Saruman's magical power, making him docile and susceptible to the lies and evil counsel of Gríma. If Rohan is to stand a chance against Isengard's invasion, the King must be freed from this foul enchantment.

When the Champion and his companions finally arrive in the city of Edoras, they find the King's court firmly in the hands of Saruman's servant, Gríma Wormtongue. The king has been reduced to a dithering old fool, with no will to resist the lies and half-truths of his advisor. Taking decisive action to free him, the Heroes must fight their way through the great hall of Meduseld to the foot of Théoden's throne and break the dire enchantment that has taken over his mind.

◄ THRALL OF SARUMAN
The Fellowship must try to free Théoden from the evil sorcery of the White Wizard.

Playing the Battle Game

The 'Restore the King' scenario was detailed in Pack 51, and is played as presented there, except for the following changes:

● The Good player must replace Gandalf, Aragorn, Gimli and Legolas, with his Guide, Champion and two of his Warriors respectively. These characters follow all the special scenario rules for the Heroes they replace.

● If Gandalf the Grey was part of the Good player's Fellowship and has died in a previous scenario – by scoring a 1 on the Death of a Hero table – then he will return as Gandalf the White at the start of this scenario, rejoining The Fellowship from this point on.

Bonus Objectives

● Breaking Saruman's spell over Théoden is vital to the outcome of the 'War for Rohan' and, as such, this Battle Game is worth double the amount of Victory Points – 6 rather than 3 – to the winning player.

'Hearken to me! I release you from this spell.'

GANDALF THE WHITE™

RESULT

● Whichever side currently has the most Victory Points, play the 'Retreat from Edoras' Battle Game next.

● Alternatively, if either player has double the amount of Victory Points as their opponent or greater, then they may choose to play the 'Assault on Edoras' scenario next, rather than using the options indicated above.

● Regardless of which option is chosen, if the Evil side wins this game it will have dire repercussions for Théoden. If Théoden was not freed in this scenario, then he must start every game in the campaign with no Might, Will or Fate from now on.

Retreat from Edoras™

With the armies of Isengard almost at the gates of Edoras, Théoden decides to lead the people of the city to the safety of Helm's Deep. However, the retreat is not without peril, and the journey promises to be a dangerous one.

Freed from the evil influence of Saruman, Théoden faces the hard decision of how best to protect his people. Putting his faith in the safety of Helm's Deep, he evacuates the city of Edoras, leading the Rohirrim west toward the old fortress. It will not, however, be an easy journey, and Saruman's forces still pose a deadly threat to the Edoras refugees as they make their way to the relative safety of the fortress. Once again, it will fall to the Champion and his comrades to make a difference in the fate of Rohan.

◄ **DANGEROUS JOURNEY**
The Rohirrim must fight their way past the forces of Saruman to reach the safety of Helm's Deep.

Playing the Battle Game

The 'Retreat from Edoras' Battle Game was detailed in Pack 40. This scenario is played as presented there, with the following exceptions:

● Instead of using the combatants listed, both players have 600 points with which to build their forces. In addition, the Winning the Game objectives are altered, so that an encounter ends when either six refugees or 12 Evil models are slain. At the end of the three encounters, the Evil player will win if a total of 12 refugees are killed, otherwise the Good player wins.

● Both the Good and Evil forces are constructed using the same restrictions as in the 'Message to Edoras' scenario. However, the Good player may choose additional Heroes from the 'Forces of Rohan' list if he wishes, in addition to his Champion and Warriors. He must include the Guide. Any of the Heroes in the Good force may be mounted on a horse for an additional 10 points. Finally, for these games, the Good player must include 20 refugees, as detailed in Pack 40. These models cost no points.

● If the Good player wishes, he may add Éowyn to his Fellowship, replacing a Warrior that has previously been killed.

RESULT

● If the Good side currently has the most Victory Points, or the scores are tied, then proceed to 'Helm's Deep', presented in Pack 69.

● If the Evil side currently has the most Victory Points, play 'The Deeping Wall' scenario detailed in Pack 69.

Assault on Edoras™

The armies of Isengard are at the gates of Edoras, with the White Wizard himself at their head. Hopelessly outnumbered, the Rohirrim will need plenty of luck as well as the aid of the mighty Champion and his companions, if they are to prevail.

▲ ENEMY AT THE GATES
Saruman has personally led his mighty army to Edoras to crush the Rohirrim once and for all.

RESULT

● If the Good side currently has the most Victory Points, or the points are tied, then play 'Assault on Orthanc', detailed in Pack 69.

● If the Evil side currently has the most Victory Points, play the 'Breach the Dam' scenario, detailed in Pack 69.

The taking of Edoras is a key part of Saruman's invasion of Rohan. If the capital falls it will leave the Rohirrim in disarray and easy prey for the armies of Isengard. Attacking Edoras also offers the White Wizard another vital objective – the chance to kill Théoden. The death of the King would be a terrible blow for Rohan, stripping it of leadership and guidance. However, leading the assaulting force himself, Saruman also takes a risk. If he were to fall in battle, Isengard's leaderless armies would crumble.

Playing the Battle Game

The 'Assault on Edoras' Battle Game was detailed in Pack 52. This scenario is played as presented there, with the following exceptions:

● Instead of using the combatants listed, both players have 750 points with which to build their forces.

● The Good player's force is created using the restrictions detailed in the 'Message to Edoras' scenario. However, he may choose additional Heroes from the 'Forces of Rohan' list if he wishes, in addition to his Champion and Warriors. He must include his Guide and Théoden. At the start of the game the Good player must choose half the models in his force, as well as half of his Heroes, to act as the relief force, as detailed in Pack 52. Théoden cannot be included in the relief force.

● The Evil player must create his army using the restrictions detailed in the 'Message to Edoras' scenario. However, for this battle he must include both Saruman and Gríma in his force. In this scenario, Gríma may be set up with the Good models if the Evil player wishes.

Bonus Objectives

● In this Battle Game, both Théoden and Saruman are worth 4 Victory Points instead of 2 if they are slain.

Warg™ Hunt!

The Rohirrim are under constant threat from the predations of Wargs, which roam the plains of Rohan. Here, a band of Rohirrim follow the trail of a pack of wild Wargs into Dunland, and uncover the treachery of the Wild Men!

▲ TREACHERY!
The Wild Men of Dunland attack their neighbours in the name of Saruman!

A scouting party of Riders of Rohan has been following a pack of Wargs across the Riddermark for many weeks. Their quest has led them to the harsh, inhospitable realm of Dunland – a land inhabited by hateful, jealous Men who despise Rohan due to centuries of animosity. Tracking the Warg to a Dunlending village, the Rohirrim discover the awful truth – that the Wild Men have been assisting Saruman's Orcs in capturing wild Wargs for their armies, and are currently in league with a group of ruthless Isengard Orcs.

In this Battle Game, the Riders of Rohan must eradicate the foul Wargs to prevent them being sent to Isengard. The wild Dunlendings will fight the Rohirrim to the death, desiring nothing more than to help Saruman train more Warg Riders to unleash upon an unsuspecting Rohan!

THE COMBATANTS

For this Battle Game, the Good player will require eight Riders of Rohan and a Captain of Rohan on horseback. These models were provided in Packs 13, 14, 66 and 67, along with details of how to convert your own Captain. The Evil player will need all 16 Wild Men of Dunland card figures, along with the plastic, riderless Wargs from this Pack, and the six Warg Rider card figures from Pack 40. Use the card figure of Sharku as a Warg Rider Captain in this scenario.

WARG RIDER ~

► CAVALRY
Warg Riders and Rohirrim make swift and deadly adversaries.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Captain of Rohan	4/4+	4	4	2	2	4	14cm/6"	2	1	1
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Wild Man	3/-	3	3	1	1	3	14cm/6"	-	-	-
Warg Rider Captain	4/5+	4	4	2	2	3	14cm/6"	2	1	1
Warg Rider	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Warg	3/-	4	4	0	1	3	24cm/10"	-	-	-
Wild Warg*	3/-	4	4	1	1	3	24cm/10"	-	-	-

NB. All models are armed and armoured as depicted. If the Captain of Rohan or any of the Warg Riders carry a shield, add 1 point to their Defence value.

*The rules for Wild Wargs are provided on page 10.

The Gaming Area

This game is played on a 120cm/4' square board. In the centre of the board, place a square enclosure made from four fences. In one quarter of the board, place a selection of Dunlending hovels. In the opposite quarter, position some trees to represent the outskirts of a forest. The remaining areas of the board can be made more interesting by the addition of some hills or burnt-out Rohan cottages, representing the long-abandoned remains of a former settlement.

Starting Positions

Begin by placing the six Wild Wargs in the enclosure. Next, the Evil player deploys his Wild Men in the village portion of the gaming area, within 30cm/12" of the board corner. The Good player places his Riders within 14cm/6" of the opposite corner, in contact with the board edge if possible. The Warg Riders enter the game in a later turn, described on page 11.

WILD MEN START HERE

RIDERS OF ROHAN START HERE

WILD WARGS START HERE

WARG RIDERS ENTER PLAY FROM HERE
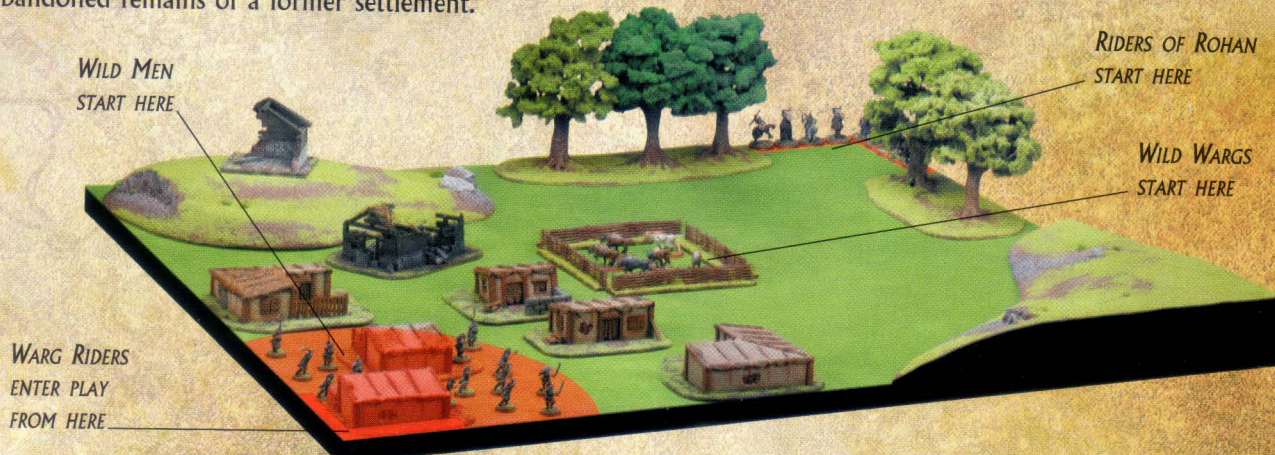
Special Scenario Rules

Wild Wargs

The Wild Wargs begin the game in the enclosure, and will not leave it while the fences are intact. The fences have a Defence value of 5 and 1 Batter Point, and may be destroyed by either side in the usual manner. The Batter chart was presented in Pack 30 of *Battle Games in Middle-earth*.

Until they are released, Wild Wargs remain stationary, and are always assumed to pass any Courage tests they are required to take. Although they may not charge, they may fight back if attacked. Wild Wargs do not count as cavalry, but are not knocked down by cavalry charges. Once one of the fences is destroyed, the game sequence changes slightly to represent the Wild Wargs running amok. Wild Wargs that are freed use the following rules:

- In each turn, after priority is determined, but before either side has moved or declared Heroic Actions, the Wild Wargs have their own phase. They will charge the closest unengaged model within range, friend or foe, unless that model is mounted on a Warg. If there is no model within range to charge, they will remain stationary this turn. The player with priority determines the order in which the Wild Wargs move.

- The Wild Wargs' attacks are resolved immediately, before either side continues their turn. This means that, when the Move phase resumes, no models will be in base contact with a Wild Warg. The Evil player may choose not to strike a Warg if he beats it in combat, instead of just pushing it back. In fights between Wild Wargs and Evil models, the Good player rolls the dice on behalf of the Warg.

- In the normal play sequence, if a Wild Warg is involved in a fight with models from each of the other sides, then the Wild Warg counts as an Evil model in that fight.

▲ WARGS UNLEASHED!
The Wargs burst from the enclosure, attacking Rohirrim and Dunlending alike.
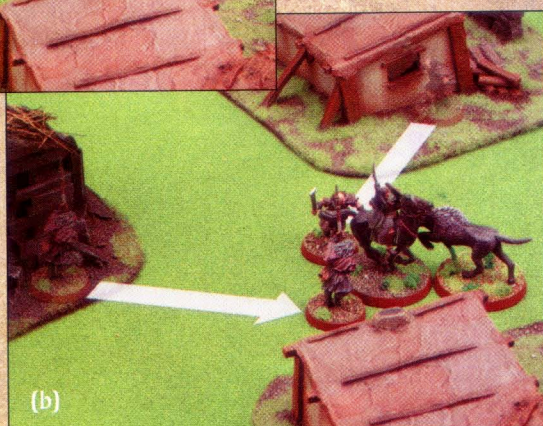
'*Too long have these peasants stood against you. But no more.*'

SARUMAN™

▲ ► CREATURE OF EVIL
A Rider of Rohan charges a lone Wild Warg (a). Seizing their chance, two Wild Men counter-charge the Rider (b). The inherently evil Warg will side with the Wild Men, effectively trapping the foolhardy Rider.

Reserves

The Warg Riders do not begin the game on the board. Instead, attracted by the sounds of battle, they enter play randomly at a later point in the game. Beginning at the start of the Evil player's Move phase in Turn 2, roll a dice for each Warg Rider. On the score of 4 or more, the model enters play. On a score of 3 or less, they must wait and roll again the next turn. When a Warg Rider enters play, place it in contact with the board edge, no further than 14cm/6" away from the village corner. It may move as normal immediately, but may not charge on the same turn that it arrives.

◄ **REINFORCEMENTS**
Rolling for each Warg in turn, only three arrive. The remaining two must try again the next turn.

Alternative Approaches

Trained Wargs

Normally, to prevent confusion, a Warg Rider that is killed is removed from the table, including his Warg. This will make the game much easier to play. However, if you would like to add an extra level of detail to your game, you can leave the Warg Rider card figures on the board when the Orc riders are killed, and mark them to show that the Warg itself is now loose.

Loose Wargs follow all the rules for Wild Wargs, and will prevent the Good player from winning if there are any left in play after 12 turns. This extra element will make the game even harder for the Good player, so make sure you both agree before using this optional rule.

Winning the Game

● The Good side wins if it can wipe out all of the Wild Wargs in 12 turns or less.

● The Evil side wins if, after 12 turns, there are any Wild Wargs left on the table, or the Riders of Rohan and their Captain have been wiped out.
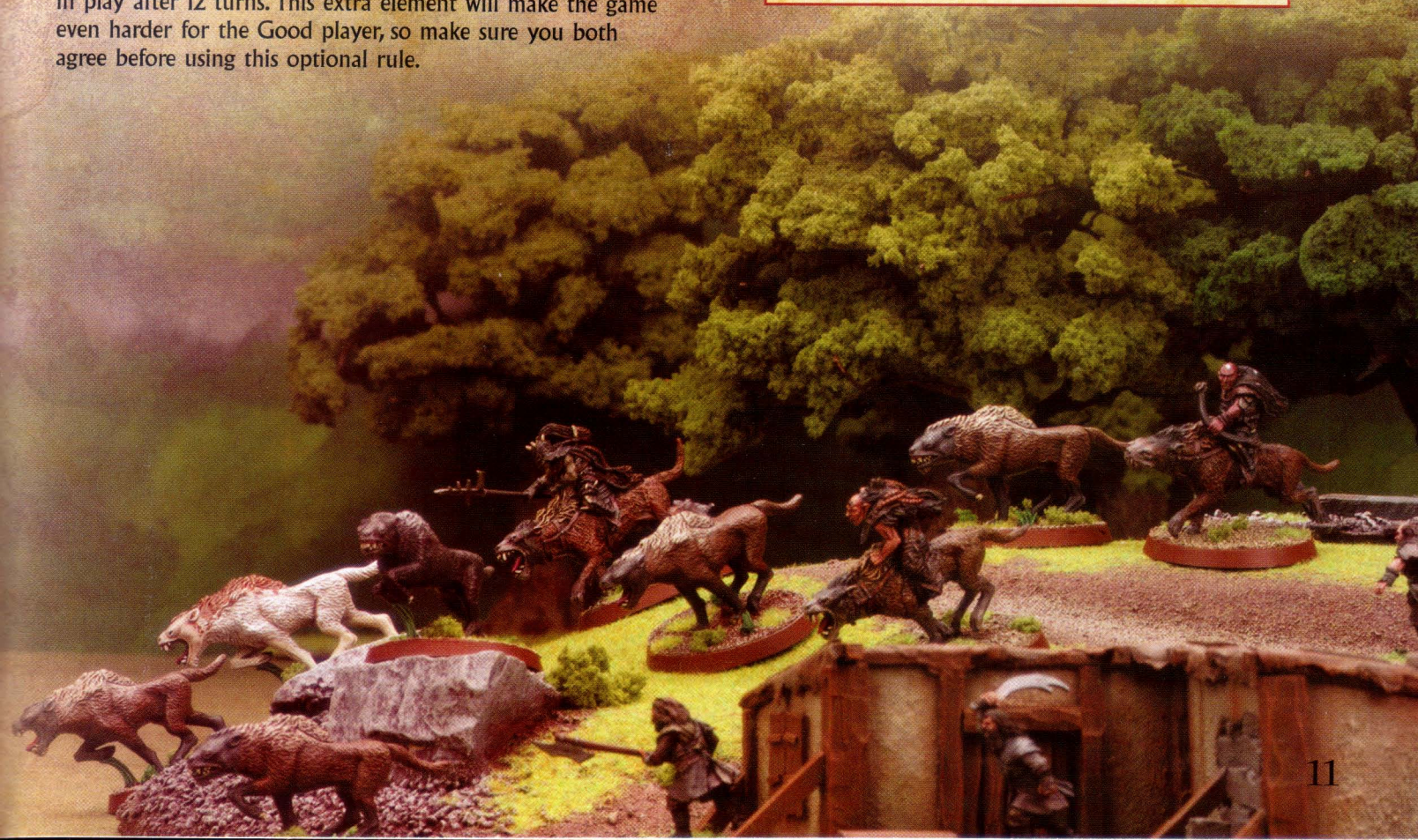
Wargs™

These fearsome beasts roam the wilderness, threatening all of Middle–earth. From the far north of Eriador to Isengard and the pits of Mordor, they present a deadly peril to any traveller. Here, we show you how to paint these terrible creatures.

Possessing an evil cunning and vicious nature, Wargs are unnatural creatures. Bred by Sauron and sent to infest the lands of Middle-earth, they have become a scourge of the wilderness.

Here, we show you how to paint your plastic Warg miniatures as they are represented in *The Lord of The Rings* movies. Additionally, we will look at some alternative colourings and markings you may wish to use, representing Wargs in their natural environments, from the white Wargs of snow-covered mountainous regions, to the black Wargs of the Land of Shadow.

◄ DEADLY PREDATORS
Warg Riders attack with power and devastating force.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK	RED GORE
SCORCHED BROWN	BUBONIC BROWN
BESTIAL BROWN	SKULL WHITE
GRAVEYARD EARTH	FORTRESS GREY
BLEACHED BONE	ELF FLESH
CODEX GREY	SNAKEBITE LEATHER
BROWN INK	

Assembling Wargs

The Warg miniatures are designed so that you can use them either on their own, or as mounts for Orc riders. When assembling your Wargs, don't permanently attach the mane to the model – this way, you can later replace it with a Warg Rider.

► *Leaving this piece separate allows you to build either a riderless Warg or a mounted one.*

Brown Wargs™

1 Base Colour

To paint your Wargs as they appear in *The Lord of the Rings* movies, undercoat them with Chaos Black. Next, apply an even coat of Scorched Brown to form the base colour of the fur. Dry-brush Bestial Brown over the top of the Scorched Brown to create the first layer of highlighting. For the next highlight, lightly dry-brush Graveyard Earth onto the raised areas around the haunches, tail, flank and mane. The dry-brushing around the mane can be heavier than on the rest of the model, giving it a lighter overall look. A final highlight can be applied by lightly dry-brushing Bleached Bone over the top of the Graveyard Earth, again being slightly heavier on the mane.

◄ *Apply the dry–brushing lightly so that it subtly highlights the base colour.*

► *Here, the heavier dry-brushing has lightened the overall colour of the mane.*

► *The Brown ink wash stops the highlighting on the black areas from looking too grey.*

2 Dark patches

Mix together Scorched Brown, Chaos Black and Codex Grey, creating a dark, greyish colour, and apply this as a base colour to the lower legs and head. Add some more Codex Grey to the original mix to create a lighter tone and use this as your highlight. Next, add some Bleached Bone to the mix and apply this as a final highlight to the very edges of the face and limbs. Lastly, water down some Brown ink and apply it as a thin wash to the black areas.

3 Final Details

Once the fur has been painted, only the mouth and claws remain. Start by painting Red Gore onto the gums and tongue. Next, apply a highlight by mixing Bleached Bone with the Red Gore and painting it onto the raised areas. The teeth and claws are first painted Bubonic Brown, followed by a highlight of Bleached Bone.

▲ *A Bleached Bone highlight on the teeth gives them a more natural appearance than white paint would.*

▲ *Once the Warg has been based like the rest of your models, it is ready to be used in your Battle Games.*

13

White Wargs™

① Base Colour

Because white Wargs have much lighter fur than their brown counterparts, it is a good idea to undercoat them with Skull White instead of Chaos Black. After the undercoat has dried, mix Graveyard Earth with Fortress Grey and apply this as a base colour over the whole model. Dry-brush the fur with Bleached Bone paint. Next, apply a lighter dry-brush of Skull White over the fur. The legs can be painted first with Bleached Bone, followed by a highlight of Skull White on the edges of the muscles and joints.

◄ *The Skull White dry–brush over the Bleached Bone gives the fur a suitably pale colour.*

② The Face

The face's initial base colour is a mix of equal quantities of Graveyard Earth, Fortress Grey and Elf Flesh. Apply this mix in an even coat over the face. Next, mix some Skull White in with the base colour to lighten the tone a little and use this lighter mix as a highlight layer. Add more Skull White to the mix and apply it as a final highlight to the raised parts of the face.

► *The addition of the Elf Flesh to the mix makes the face look more like flesh than the fur of the rest of the body.*

③ Markings

To create the markings on the mane of the white Wargs, start by mixing Graveyard Earth with some Brown ink. Thin this down with some water and apply it as a wash to the mane. This wash can also be carefully painted into the deep crevices, such as between the legs and body, to provide shading. Next, add Bestial Brown to Snakebite Leather and water this mix down slightly. Paint this in small dots on and around the mane to create distinctive markings.

◄ *If the wash is thin enough, then the lighter–coloured fur underneath will show through, providing some instant highlighting.*

► *A small amount of Brown ink can be applied over the spots to provide some shading.*

▲ *Once the mouth, teeth and claws have been painted in the same manner as before, the model can be based and used in your Battle Games.*

Black Wargs™

► *The addition of Scorched Brown and Bleached Bone into the mix gives the fur a more natural black colour.*

1 Base Colour

The base colour for a black Warg is mixed in the same way as for the face of a brown Warg. Start by mixing Scorched Brown, Chaos Black and Codex Grey together and dry-brush this over the fur. Add some more Codex Grey to the original mix and dry-brush this onto the fur to create a highlight. Finally, add some Bleached Bone to the mix, creating a final highlight colour, and lightly dry-brush this onto the very edges of the raised areas.

2 The Mane

The silvery colour of the mane is created by mixing Scorched Brown, Chaos Black, Codex Grey and Fortress Grey together. This is then dry-brushed onto the mane. Next, add more Fortress Grey to the mix and dry-brush this on as a highlight. Then, apply further dry-brushes of just Fortress Grey, followed by Skull White. This will make the mane lighter than the rest of the fur to provide a contrast.

► *The silvery–white mane of this model contrasts well against the dark colour of the rest of its fur.*

▲ *With its black fur, this model could be used as a pack leader in some of your Battle Games.*

Next Pack...

Included with Pack 69 of *Battle Games in Middle–earth* are six Warg Riders to add to your collection. The Painting Workshop will show you how to paint these models, as well as provide suggestions on how to personalise them for use in either an Isengard or a Mordor force.

► *In the next pack, we will show you how to paint the riders for your Wargs.*

Realistic Landscapes

Trees, hills, hedges and fences are an integral part of most battlefields, representing common terrain in your Battle Games. In this Modelling Workshop, we show you how to improve the look of this generic scenery by using advanced detailing techniques.

◄ GENERIC BATTLEFIELD
Detailed hills, trees and fences create an attractive and exciting battlefield on which to play your games.

Much of Middle-earth comprises green rolling hills and verdant forests, nestled between snow-capped peaks and mighty rivers. In the struggle against the forces of Evil, these places often become bloody battlegrounds between warring armies, where cunning commanders turn the lay of the land to their advantage.

Since hills and trees can be used as part of most Battle Games, they form an important and versatile portion of your scenery collection. Here, we will show you how to build on techniques presented in previous Modelling Workshops, adding further levels of care, precision and attention to detail in order to create hills, woods, hedgerows and fences to a standard comparable to your more recent modelling projects.

YOU WILL NEED

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

THICK GARDEN WIRE OR COPPER WIRE

GREEN SCOURING PADS

HARDBOARD

COCKTAIL STICKS

MODELLING SAND AND GRAVEL

STATIC GRASS

2½CM/1" THICK STYRENE

THIN GARDEN WIRE

PLASTICENE OR MODELLING PUTTY

READY-MIXED PLASTER FILLER

FOLIAGE CLUMPS

BLACK TEXTURED PAINT

BESTIAL BROWN, BROWN INK, GRAVEYARD EARTH, SCORCHED BROWN, DESERT YELLOW, CODEX GREY, FORTRESS GREY, BLEACHED BONE AND CHAOS BLACK ACRYLIC PAINTS

RECAP

Hedgerows and Fences

Hedgerows and fences are among the easiest pieces of terrain to make, and the most useful things you can add to your battlefield. Back in Packs 3 and 7, we introduced some of the basic techniques for creating this kind of scenery using kitchen scouring pads and balsa wood. Here, we will revisit them and show you how, using similar materials, you can create impressive-looking models reflecting your current, higher level of skill.
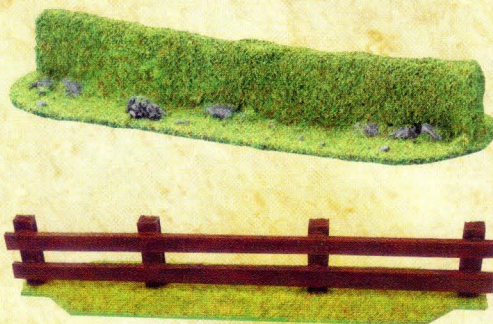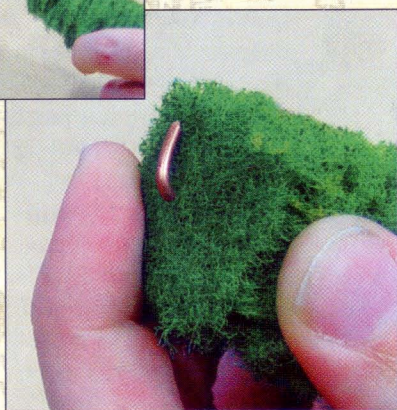
◄ **SIMPLE SCENERY**
Your original hedgerows and fences are functional pieces of gaming scenery, but lack fine details and a realistic finish.
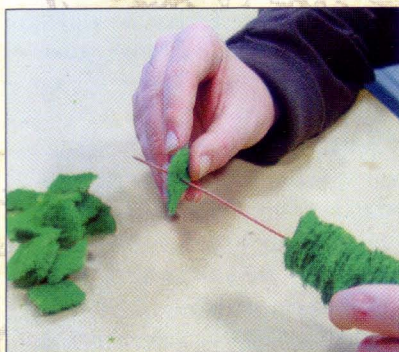
◄ **THREADING THE HEDGE**
When skewering the bits of scourer onto the piece of wire, pack them on tightly for the best effect.

► **WIRE HOOK**
A simple hook at either end of the wire holds your pieces of scourer in place.

Hedgerows

① The Basic Hedgerow

The hedgerow you created in Pack 3 used just one method of creating this kind of terrain. Here, we will show you how to create a more realistic-looking hedgerow using similar materials. First, cut a section of thick garden or copper wire to a length of about 14cm/6". Then, bend a 90-degree kink in one end of the wire, approximately ½cm/¼" from one end, creating a small hook. This hook will hold the pieces of scourer in place when they are threaded onto the wire. Next, tear up your kitchen scourers into small pieces roughly 3cm/1" across. Try not to make the pieces too neat as the rougher their edges the better the final appearance of the hedge will be. These pieces can then be threaded onto the wire and, when it is full, you can bend the other end of the wire over to secure it, creating another wire hook.

② Details

With the basic construction of the hedgerow complete, you are now ready to add the finishing touches. First, use PVA glue to attach a piece of scourer onto each end of the model to cover the exposed wire hooks. Next, give the entire model a coat of Bestial Brown paint. Once this has dried, cover your hedgerow in PVA glue and dip it into some coarse foliage, ensuring that you cover the entire model. Shake off any excess foliage and leave to dry, after which your hedgerow is ready for use.

◄ **BENDY MODEL**
The wire centre of your hedgerow means that the model can be bent either to follow the contours of hills and rocks or to create corners and arches.

▲ **FINISHED HEDGE**
Using just simple materials, you can make a realistic hedgerow model.

Fences

1 Solid Base

These fences are created from cocktail sticks, which are woven around posts to create a barrier. This method is similar to the wattle on the Dunlending hovels presented in the last Pack, replacing the strands of wire with cocktail sticks. First, create a hardboard base about 14cm/6" long and about 3cm/1" in width. Next, using a pin vice, drill seven small holes, roughly the same diameter as your cocktail sticks, at intervals along its centre. These holes will need to be spaced apart about half the length of a cocktail stick. Next, glue cocktail sticks into these holes to make your fence posts and cut them to the desired height.
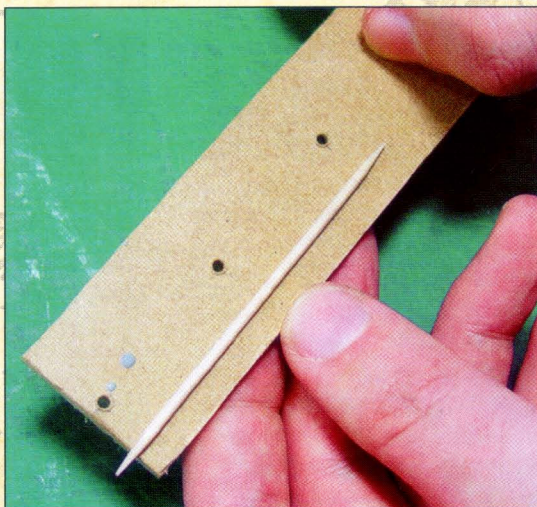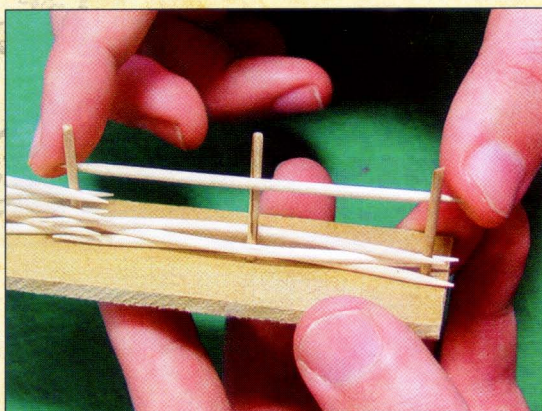
◄ POST HOLES
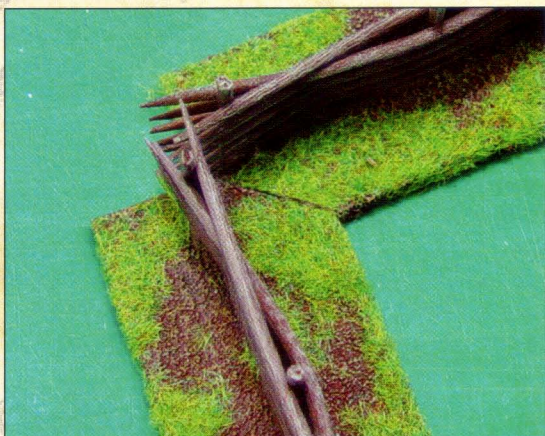*When placing your holes on your base, use a cocktail stick to check the spacing.*

► WOVEN FENCING
The cocktail sticks are simply bent around the middle posts to create an interesting weave effect for your fence.

2 Wattle Fence

Once your fence posts are firmly installed, begin the barrier by carefully weaving a cocktail stick around three of the posts as shown, followed by the next three in a different direction. Keep alternating the direction of the weave until you have completed the full length. The second layer is done in the same way, but with the cocktail sticks bent in the opposite way to the one underneath it. When the full height of the fence has been completed, paint the model with an equal-parts mix of PVA and water to hold everything in place. Once this is dry, cover the base in sand. Finally, paint the fence with a mix of Bestial Brown and Brown ink, followed by a dry-brush of Graveyard Earth. The base can be painted Scorched Brown, then dry-brushed with Graveyard Earth, followed by Desert Yellow and finally Bleached Bone. To finish the model, add some static grass around the base of the fence.

◄ CUTTING CORNERS
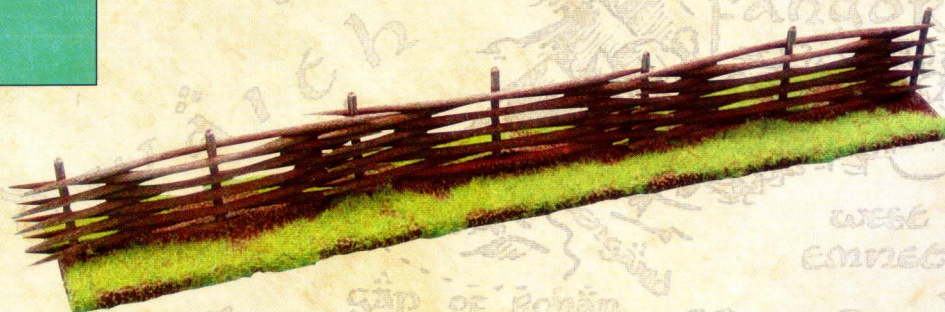*You can cut the corners off your fences, allowing you to make 90-degree angles when placing them on your battlefield.*

► BATTLEFIELD OBSTACLES
Fences can be used to fill out your collection of linear barriers and add diversity to your Battle Games.

Hills

1 Constructing the Hill

To make your hill more durable, begin by making a hardboard base, cut to the required size and shape. Onto this base, glue down a layer of styrene, completely covering the hardboard. Add another layer on top of this, slightly smaller than the first, creating a step effect. Using a hot wire cutter or craft knife, carve the foam into the shape you want your hill, leaving any areas where you will include cliffs or vertical faces. Once you have created the rough shape of your hill, use sandpaper to achieve a smooth finish.

On those areas where you would like a rocky cliff face, roughly chip away at the foam using a scalpel. Cover these areas with ready-mixed plaster filler to help them blend into the rest of the hill. Paths can be added to the side of your hill by carving a flat area heading up the side of the model at a slight angle and then sanding it down to blend it into the model. You can also embed pieces of stone into your hill to create rocky outcrops, in the same way as Meduseld's base from Pack 51's Modelling Workshop. Finally, cover the entire hill in PVA and sprinkle fine gravel around the base of any cliffs and rocky outcrops, before covering the remainder of the model in sand.

► ROCKY CLIFFS
Chipping away chunks from a section of the hill resembles the effect of natural erosion.

RECAP

Creating Hills

Most hills are created from pieces of styrene, shaped using a knife or hot wire cutter, and then painted or covered with flock, just like those presented in Packs 4 and 16. The hill presented here is given a smoother curvature and a sturdy, wooden base, much like the base of Meduseld from Pack 52.

► BASIC HILL
Hills – like this one from Pack 4 – are among the most useful terrain pieces you can build.
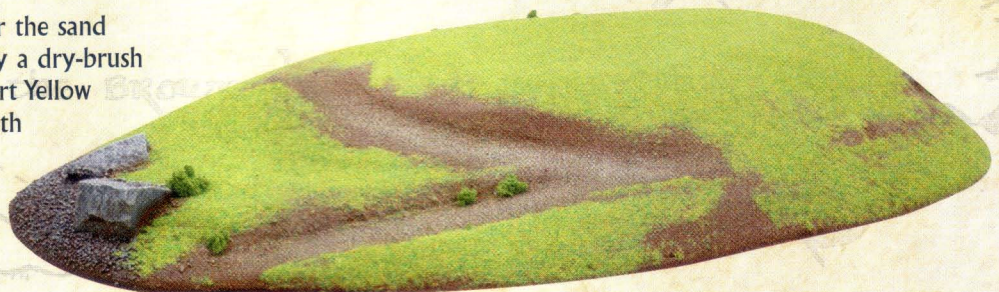
▲ SMOOTH CONTOURS
Use sandpaper to create a gradual slope on your hill, making it look more natural and realistic.
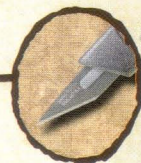
2 Finishing Touches

Start painting your hill by going over the sand with Scorched Brown. Over this, apply a dry-brush of Graveyard Earth, followed by Desert Yellow and finally Bleached Bone. On the path area, you need to apply these colours more heavily to contrast with the lighter colour of the earth and make the feature stand out. Paint the rocks and any gravel Chaos Black with a dry-brush of Codex Grey, followed by Fortress Grey. Finally, cover the top of the hill and any other flat areas with patches of static grass and small clumps of foliage.

▲ NATURAL HILLS
The completed hill. Note how the path follows the contours in a realistic fashion.

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RECAP

Woods and Trees

In Packs 8, 17 and 35, we showed you how to make trees by twisting together strands of garden wire. Here, we use this method to create more realistic trees, simply by using finer wire and in larger quantities. Additional amounts of wire in your tree will allow you to make more complex root and branch systems, adding to the final appearance and realistic look of the tree.
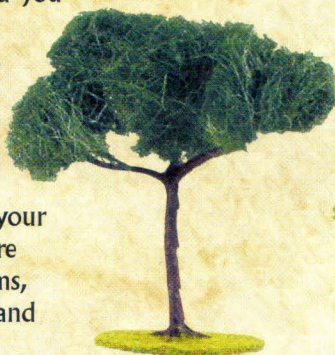
◄▲ **WIRE TREES**
A good wire frame is a vital part of determining a tree's final appearance.

Woods and Trees

❶ Trunk and Branches

The trunk of your tree is made from a number of bunches of wire – each made from about 10 pieces twisted together – wrapped in a piece of thicker wire. These bunches will also form the roots and branches later. To make your bunches, cut about 10 pieces of thin garden wire, roughly 35cm/14" long, and wrap them together. You will need to create 6 to 8 of these to form the trunk of your tree. Next, tie these bunches together and wrap them in thick garden wire, starting about 3cm/1" from one end, covering no more than about a third of their length. This will leave room for you to split off wire from the bunches to create roots and branches. When wrapping this wire around the bunches, try to make it thicker at the bottom as you work your way up, giving the base of your tree more width. Once you have tightly wrapped the bunches together you are ready to start splitting off the branches from them. There are several ways to create branches, but here are some guidelines to help you get the best results:

● When making branches, try not to split them into more than two off-shoots, as doing this can give them an undesirable, frayed appearance.

● Try to make your branches longer than you need them – this way, you can clip off the ends of the strands unevenly, giving your tree a more realistic appearance.

● When splitting off two branches, the larger one should head straight up to continue the line of the trunk.
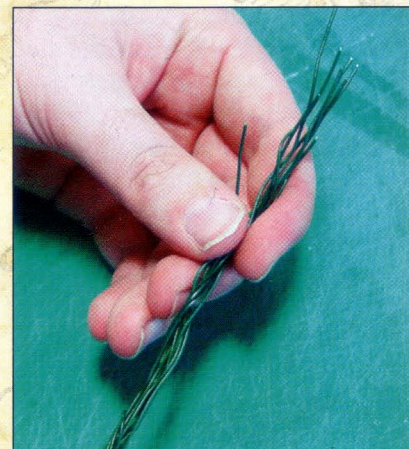
▲ **MAKING A BUNCH**
*Each bunch contains about 10 strands of wire tightly twisted together.*

◄ **CREATING THE TRUNK**
Making the trunk out of several bunches of wire will give you plenty of strands with which to make branches and roots.

► **SPLITTING BRANCHES**
When peeling off wire to create branches, try to make the transition from thick strands to thin gradual, creating a more realistic appearance.
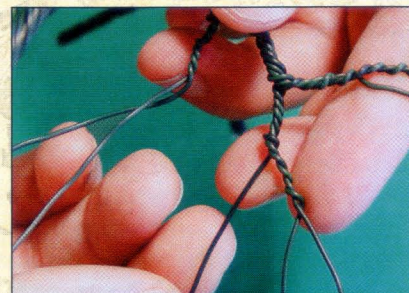
2 Roots and Base

Once you have created your branch structure, wrap the lower part of the trunk and the thicker branches in masking tape to disguise the shape of the wire. Next, bend out the bottom bunches of wire, creating roots for the tree to stand on. Use plasticene or putty to fill in the gaps between these roots, creating a solid base for your tree and blending them into your trunk. Now that most of your model has been constructed, you can spend some time positioning your branches into their final position before completing the final stage. At this point, you should also trim off any excess wire created when making your branches.

◄ BASE FILLER
Use plasticene or putty to create your base, filling in the gaps between the roots.

TOP TIP

To make it easier for you to glue the foliage clusters onto your branches, try to create flattened areas where the branch networks extend horizontally out from the tree. Tree branches grow on different levels to catch as much sunlight as possible and mimicking this will make your tree look more natural.

3 Plastering and Painting

Cover the whole of the tree with an equal mix of PVA, water and ready-mixed plaster filler. While it is drying, use a knife to scrape bark texture – small vertical lines – into the surface of the tree. Once dry, paint the tree with an equal-parts mix of Bestial Brown and Brown ink, followed by dry-brushes of Graveyard Earth and then Bleached Bone. You can now glue your model onto a hardboard base if you wish, and add clumps of foliage onto the branches. The base can be painted and flocked in the same way as the bases of your fences.

► PLASTERED TRUNK
A covering of plaster filler allows you to scratch a bark–like texture into the trunk of the tree.

▲ ADDING FOLIAGE
Take your time when attaching the foliage, making sure you get a good, even coverage of your tree.
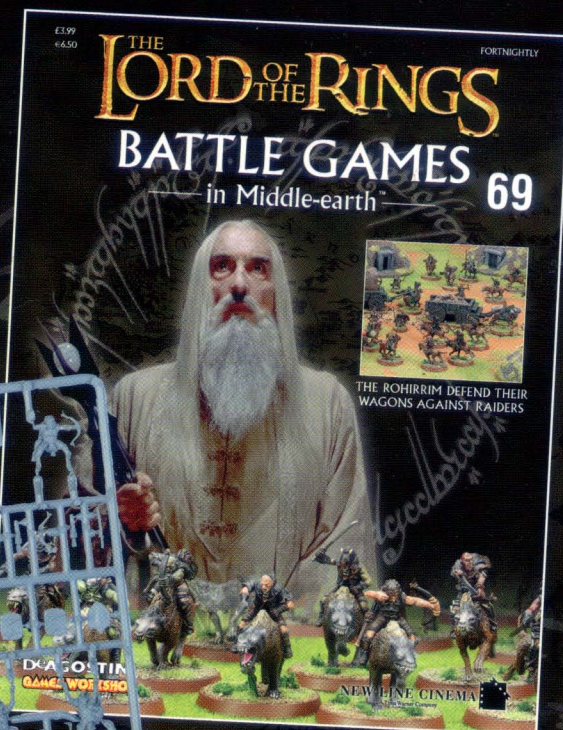
► PAIR OF TREES
Here, we have attached two trees onto a single hardboard base.

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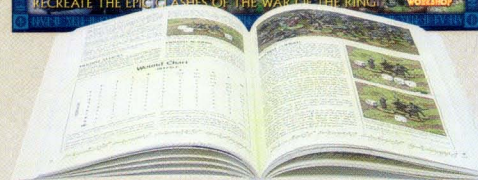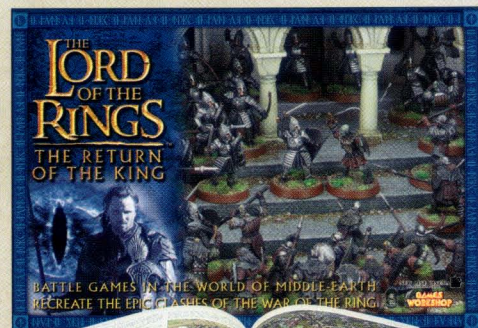
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