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86



SULADÂN ATTACKS THE
UNWARY TRAVELLERS



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THE LORD OF THE RINGS

BATTLE GAMES 86 — in Middle-earth™ —



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Playing the Game 2-5

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The Haradrim™

These cruel warriors from the distant south have long cast envious eyes over the prosperous realms of Gondor. War is constant between these two regions, as the nation of Harad is inextricably entwined with the Dark Lord of Mordor.

'They are called to Mordor... To make his war. The last war that will cover all the world in shadow.'

GOLLUM™

with them a vicious fighting spirit, exotic poisons and terrifying beasts of war.

This Pack of *Battle Games in Middle-earth* focuses on the people and lands of the Haradrim. In Playing the Game, we present rules for using special Haradrim characters and Haradrim Battle Companies. In the Battle Game, you will find two scenarios set within the borders of Harad. The Painting Workshop shows you how to paint your Suladân model, while the Modelling Workshop looks at how to make modular desert terrain.

Far to the south, beyond the civilised lands of Gondor, lies the vast and uncharted realm of Harad. Nomadic tribes of mysterious, dark-skinned people roam across the parched deserts of this barren land. Eking out a living from what sparse provisions the sun-baked oases can yield, it can be no surprise that the Haradrim covet the abundant resources of Gondor. Sauron has manipulated the Haradrim and recruited them into his own war against the White City, swelling his armies with warriors from these far-off lands. Although their arms and armour are made from basic natural materials, they bring



▲ THE SERPENT LORD

The masked warrior Suladân is a great leader of the Haradrim.





Lords of Harad™

The Haradrim are ruled over by many mighty warriors, like Suladân the Serpent Lord and the mysterious Hâsharii. Here, we expand the Warriors of Evil force – first presented in Pack 70 – with rules for using Haradrim Heroes in your Battle Games.



The true power in Harad is wielded by the Hâsharii, a mysterious organisation founded long ago in the name of the Dark Lord Sauron. The Hâsharii rule by fear, enforcing their will through murder, via the use of the stealthy Hâsharin assassins. Publicly, the Haradrim are led by the great lords, such as Suladân, the Serpent Lord. While each tribe is governed by its own chieftain, the number of warriors flocking to the Serpent Lord's banner grows with each of his bloody victories against the forces of Gondor.

In this Pack's Playing the Game, we present the rules and profiles for the lords of Harad – Suladân the Serpent Lord, and the shadowy Hâsharin.

◀ LORD OF THE HARADRIM

Suladân leads a silent surprise attack against the unsuspecting Gondorians.

Suladân, The Serpent Lord (Points value 90)

Little is known of the Serpent Lord, though his renown grows daily. Not even those closest to him have ever seen the face beneath his golden war mask.

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

Wargear:
Armour
Sword (hand weapon)

Options:
Bow 5pts
Horse 10pts

Special Rules:
Poisoned Arrows (see Pack 70's Playing the Game)
Iron Fist (see pack 84's Playing the Game)





Haradrim King (Points value 60)



Before the rise of the Hâsharii, the lands of Harad were governed by mighty kings. Though the authority of the kings has long been usurped, they still make excellent war leaders, inspiring devotion in their men.

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

Wargear:

Armour
Sword (hand weapon)

Options:

Spear 1pt
Bow 5pts
Lance 5pts
Horse 10pts

Special Rules:

Poisoned Arrows
(see Pack 70's
Playing the Game)

Hâsharin (Points value 90)

The Hâsharin are expert assassins and masters of stealth, who can move silently through the shadows to strike down their foes with cruel poisoned weapons.

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

Wargear:

Fighting blades (hand weapon)
Throwing dagger
Blowpipe

Special Rules:

Superior Poisoned Weapons
Agile
Shadow Stalker



Superior Poisoned Weapons

Each time the Hâsharin strikes a model with either a close combat or ranged attack and fails to wound, he may re-roll the dice, but must accept the result of the second roll.

Agile

Because they often fight alone against nearly insurmountable odds, the Hâsharin are trained to duck and weave through combat. To represent this, when fighting against a Hâsharin who is trapped, enemy models do not receive any of the usual benefits. The Hâsharin loses this ability if he is lying down.

Shadow Stalker

Hâsharin are masters of stealth, and gain the same benefits as a model equipped with an Elven Cloak, as described in Pack 62.

HARAD BLOWPIPE RANGE TABLE

	Range (cm/inches)	Strength	Move Penalty
Blowpipe	28cm/12"	2	Half



Haradrim™ Companies List

Here we present the rules for fielding Haradrim Battle Companies, expanding on the Battle Company rules first presented in Pack 73.

Starting Force

A Haradrim Battle Company initially comprises five Haradrim warriors armed with spears, and five armed with bows.



HARADRIM REINFORCEMENTS TABLE

Roll one dice on the table.

DICE	EFFECT
1	No Reinforcements.
2	Haradrim Warrior with spear.
3	Haradrim Warrior with bow.
4	Choose any of the above.
5	Roll twice more on this table, re-rolling further results of 5.
6	Roll another dice – 1-3 Haradrim Raider with bow, 4-6 Haradrim Raider with lance and bow.

HARADRIM SPECIAL ADVANCE TABLE

Roll one dice on the table.

DICE	EFFECT
1	Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each.
2	Poisoned Blade: The Hero's close combat attacks become poisoned, in exactly the same way as his ranged attacks.
3	Spearmaster: When wielding a spear, the Hero may use the shielding rule as though he were equipped with a shield.
4	Courageous: The Hero may re-roll all failed Courage tests.
5	Superior Poison: The Hero re-rolls all failed rolls to wound when using poisoned weapons, not just 1's.
6	The Hero gains an extra point of Might, up to a maximum of three.



HARADRIM EQUIPMENT OPTIONS

Spear:	1 Influence point
Bow:	1 Influence point
Horse (Hero only):	2 Influence points
Lance (Hero or Raider only):	1 Influence point

HARADRIM PROMOTION CHART

Warrior

Haradrim Warrior with bow

Haradrim Warrior with spear

Promotion

Haradrim Raider

Haradrim Raider with Lance

► MOUNTED RAIDER

*This Harad Warrior
is promoted to become
a Harad Raider.*



Harad Special Rules

Favour of the Hâsharii

At the cost of one Influence point, the Haradrim leader can ask the Hâsharii to attack his enemies. After both players have set up, but before the game has begun, both players roll a dice. If the Haradrim player rolls higher than his opponent, then he may select any warrior in his opponent's force – though not a Hero – to be removed as a casualty.



◀ ASSASSINATION!

*If a Harad Chieftain is
lucky, he may gain the
services of a deadly
Hâsharin assassin.*

Intolerant

The Hâsharii do not tolerate failure. A Haradrim Battle Company that suffers a defeat will earn one less Influence point than normal. In addition, they may not call upon the Favour of the Hâsharii at the start of their next game.





Battle in the Desert

To the south of Gondor lie the lands of Harad, home to the Haradrim, a cruel and bloodthirsty people who have joined forces with Sauron in his war against the Gondorians. In this Battle Game, we present two scenarios set in this inhospitable land.



The lands of Harad are a desolate and dangerous place, scorched by the merciless sun, parched by lack of water and plagued by deadly desert raiders. Travellers and merchants that journey through this forsaken place do so at great risk and often enlist the aid of Gondorian soldiers to protect them. Sometimes, however, even the presence of troops is not enough to deter attacks, and the Gondorians can find themselves fighting for their lives against the evil Haradrim. The tribes have become especially dangerous of late as they have gathered under the powerful leader Suladân, an evil Man who has made it his quest to crush the lands of Gondor. In this Battle Game, we present two scenarios set in the lands of Harad – ‘Ambush in the Wastes’ and ‘Defend the Oasis’.

◀ LAND OF DANGER

While crossing the bleak wastes of Harad, the Gondorians come under attack from a raiding party led by the fearsome Suladân.

THE COMBATANTS

For the ‘Ambush in the Wastes’ scenario, the Good player will need 24 plastic Warriors of Minas Tirith as well as the Minas Tirith Captain card figure included with this Pack. He will also need three wagons from Pack 68’s Modelling Workshop and some horses to pull them. The Evil player will need the 12 Haradrim Warriors from Pack 71, as well as the Suladân miniature included in this Pack. He will also need the Haradrim Chieftain and 12 Haradrim Warrior card figures from this Pack.

For the ‘Defend the Oasis’ Battle Game, the Good player will require 24 plastic Warriors of Minas Tirith as well as the Minas Tirith Captain card figure included with this Pack. The Evil player will need the 12 Haradrim Warriors from Pack 71 as well as the Suladân miniature included in this Pack. He will also need the Haradrim Chieftain, Haradrim Banner Bearer and 12 Haradrim Warrior card figures from this Pack.



▶ ANCIENT FOES

The Haradrim and the Gondorians are bitter enemies.



Ambush in the Wastes

The deserts of Harad are deadly and unforgiving places, as merciless as the Haradrim themselves. In this scenario, the Good player must protect a Gondorian merchant and his wagons as they make their way home.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Captain of Men	4/4+	4	5	2	2	4	14cm/6"	2	1	1
Warrior of Minas Tirith	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Suladân	5/3+	4	5	3	3	4	14cm/6"	3	3	1
Haradrim Chieftain	4/4+	4	5	2	2	4	14cm/6"	2	1	1
Haradrim Warrior	3/4+	3	4	1	1	3	14cm/6"	-	-	-

NB. Models carrying shields increase their Defence value by 1 point.

The Gaming Area

This Battle Game is played on three of the modular desert boards from this Pack's Modelling Workshop arranged into a line to create a 60cm/2' by 180cm/6' gaming area. Place the oasis tile at one end of the line, then any two other desert tiles as shown below.

Starting Positions

Place the wagons in a line in the centre of the desert board furthest from the oasis, facing toward it. Next, place the Warriors of Minas Tirith anywhere within 10cm/4" of a wagon. The Haradrim are not placed on the board at the start of the game, but are instead deployed later as detailed in the special scenario rules.

THE WARRIORS OF MINAS TIRITH
AND WAGONS DEPLOY HERE



Special Scenario Rules

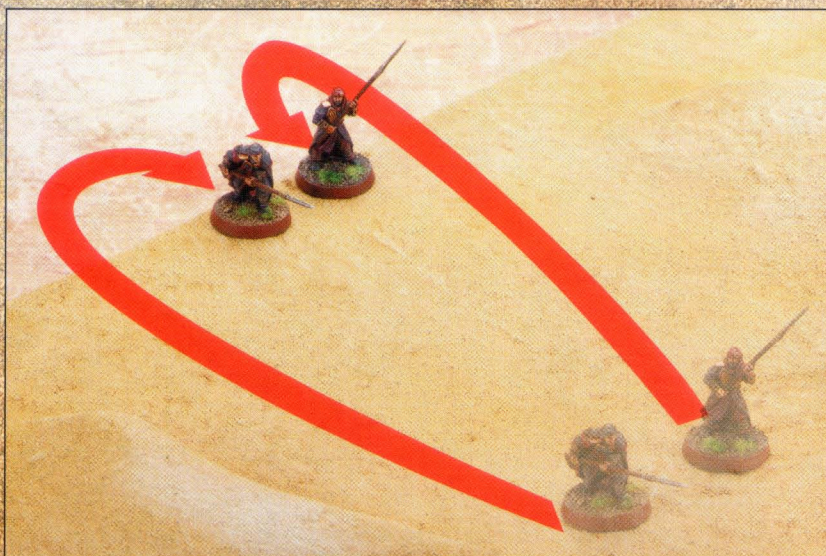
Ambush

The Haradrim have been lying in wait for the Gondorians, ready to spring an attack when they come near. At the start of the game, none of the Evil models are placed on the board. Instead, the Evil player may choose to place any of his models on the board in any turn, including his first. If he places them in his first turn, then they may move on from any board edge, with the exception of the edges of the oasis tile. However, for every turn he chooses not to place the models on the board, they may be placed a further 14cm/6" in from the edge of the board, representing them creeping into position. Models deployed in this way may charge in the turn they appear.



▲ RAIDERS!

At the start of Turn 3, the Evil player places two of his Haradrim warriors up to 28cm/12" onto the board and charges them into the fray.



Ghosts of the Desert

The Haradrim are masters of desert warfare, their knowledge of the shifting sands of their homeland far surpassing their enemies. At the start of the Evil player's Move phase, he may remove any number of models as long as they are not already engaged in combat. These models are then put to one side and may be returned to play in the following Evil Move phase, arriving from any board edge, with the exception of the edges of the oasis tile. These models may not charge on the turn they arrive.

◀ SAND SPIRITS

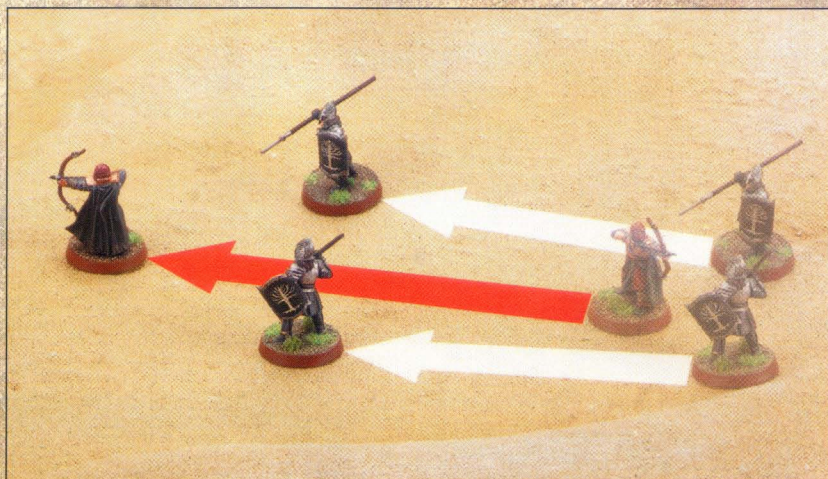
The two Haradrim warriors are removed from play to return in the following turn from the board edge.

Heat and Sandstorms

The terrible heat of Harad beats down upon those that travel its wastes, draining them of strength and energy. Sandstorms, too, are a constant danger, and raiders often use them to cover their approach. This scenario uses the Heat and Sandstorms special weather rules as detailed in Pack 65's Playing the Game.

► SCORCHING HEAT

In their heavy armour, the Warriors of Minas Tirith move slower than the more lightly armoured Haradrim raiders.





Wagons

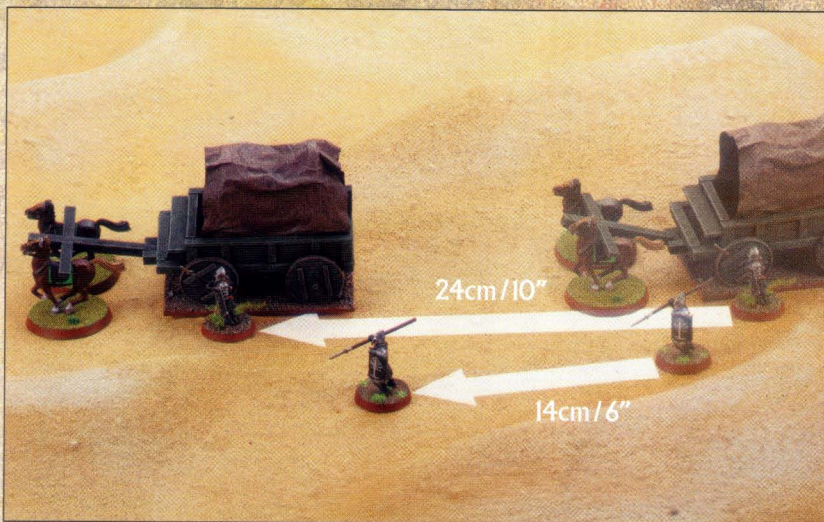
Despite the dangers of Harad, Gondorian merchants continue to travel its lands in search of wealth. In this Battle Game, the Good player has three merchant wagons to protect. Each wagon is pulled by either one or two horses, and can move 24cm/10". The horses may be shot at and attacked as normal. However, the wagon will afford the horses some protection against shooting, forcing anyone targeting them to make an 'in the way' roll to hit. If the horse drawing a wagon is slain, then the wagon can no longer move.

Warriors of Minas Tirith may also ride on the wagons as they move. Any Good model that starts his movement in contact with a wagon may choose to move with the wagon rather than moving on his own. No more than eight Good models may ride on any single wagon at once.

► **SHOOT THE STEED!**
The Haradrim Warriors target the horses pulling the wagons.



◀ **HITCHING A RIDE**
Rather than moving 14cm/6" on his own, the Warrior of Minas Tirith remains in contact with the wagon, moving 24cm/10".



WINNING THE GAME

- The Good player wins if he either moves at least one wagon off the Oasis board edge furthest from his starting position, or if, at the start of any turn, there are no Haradrim on the board.
- The Evil player wins if, at the start of any turn, there are either no Good models on the board or there are no Good models within 14cm/6" of a wagon.





Defend the Oasis

In the burning wastes of Harad, water is a rare and precious commodity that is jealously guarded by both the Haradrim and the Gondorians. In this Battle Game, both sides are fighting for control of an oasis.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Captain of Men	4/4+	4	5	2	2	4	14cm/6"	2	1	1
Warrior of Minas Tirith	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Suladân	5/3+	4	5	3	3	4	14cm/6"	3	3	1
Haradrim Chieftain	4/4+	4	5	2	2	4	14cm/6"	2	1	1
Haradrim Warrior	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Haradrim Banner Bearer	3/4+	3	4	1	1	3	14cm/6"	-	-	-

NB. Models carrying shields increase their Defence value by 1 point.

The Gaming Area

This scenario is played on a 120cm/4' square area created using the modular desert boards from this Pack's Modelling Workshop, one of which must be the oasis tile.

Starting Positions

The Good models may be placed anywhere within 14cm/6" of the edge of the oasis. The Evil models may then be placed anywhere on the board up to 42cm/18" from a Good model.





Special Scenario Rules

The Oasis

The Gondorians defending the oasis know that they are fighting for their very survival and there can be no retreat. As such, they will sell their lives dearly, dying where they stand to protect their precious water source from the marauding Haradrim raiders and the malicious Suladân. In this scenario, all Good Models will automatically pass any Courage tests they are required to take.

► FIGHTING TO SURVIVE

The Gondorians know that without the oasis they will perish in the desert and so fight to the last man against their attackers.



Attack Waves

Suladân has gathered together many tribes for his attack and dozens of Haradrim Warriors are at his command. Such is their numerical advantage that Suladân has organized his attack into a number of waves to relentlessly pound the defenders into submission. To represent this, on Turn 5 any Evil models that have been killed – except Heroes – may be returned to play, moving on from any board edge with the exception of those on the oasis tile. This process may then be repeated on Turn 10 and finally Turn 15.

◄ RELENTLESS ATTACK

No sooner have the Gondorians repelled the first attack than another wave of enemies appears.



WINNING THE GAME

- The Good player wins if, at the start of Turn 20, there are still Good models on the board or if, at the start of any turn, there are no Evil models on the board.
- The Evil player wins if, at the start of any turn before Turn 20, there are no Good models left on the board.





Battle Games in Harad™

The lands of Harad are a dangerous place filled with strife and conflict. This parched realm is an ideal place for your Battle Games, and here we take a look at some of the scenarios you can play set in the wilds of Harad.



War with Gondor

Once, the Kingdom of Gondor stretched far across southern Middle-earth, encompassing many of the lands bordering the Bay of Belfalas and beyond. However, when the rule of Gondor passed from the kings to the stewards, this mighty nation began a slow and steady decline, and the Gondorians found themselves struggling to defend their southern borders. The 'Defend the Garrison' Battle Game from Pack 48 is one of the scenarios that can be used to represent this long and bloody border war.

◀ BORDER CLASH

A Gondorian garrison comes under attack by raiders on the borders of Harad.

In the Service of Sauron

Under the dominion of Sauron, the forces of Harad were dispatched far and wide to fight the Dark Lord's enemies. If you want to play games set during this time, it is reasonable to use Haradrim rather than Orcs in scenarios from previous Packs, such as those set in Osgiliath, or the Elven realms. You could even create your own games, exploring what might have happened had Gondor fallen, where the forces of Harad strike against the Dwarves, or even invade the Shire.

▶ ASSAULT ON LOTHLÓRIEN

If Sauron had been victorious against Minas Tirith, he may have sent his army of Haradrim against the Wood Elves of Lothlórien.





Tribal War

Even under the powerful leadership of Suladân, the tribes of Harad constantly war among themselves, fighting skirmishes over long-forgotten blood debts and feuds. Even during the time of the War of The Ring these kinds of battles continued, with Haradrim tribes staging raids against each other. These small battles can be represented using Battle Companies, which reflect the actions of individual chieftains and their petty vendettas against their fellow Haradrim.

► KIN SLAYER

The chieftains of Harad meet in battle to fight for territory and settle old debts of honour and blood.



Fourth Age Battles

After the destruction of The Ring and the demise of Sauron, we can imagine that Aragorn might have set about restoring Gondor to its former glory. It is reasonable to suppose that one of his first tasks would have been taming the lawless lands that had long threatened the southern borders of his realm. To play out these battles you could use an army of Gondor led by Aragorn and his old companions, Legolas and Gimli, facing off against the hordes of Harad.

◄ WAR IN THE SOUTH

Aragorn leads an army into the lands of Harad to bring justice and order to its cruel tribes.



NEXT PACK...

In the next Pack of *Battle Games in Middle-earth*, we will detail a Battle Game involving the fearsome Hasharin, Sauron's cruel and merciless Haradrim assassins. In this scenario, the Evil player must assassinate a Gondorian Hero in the midst of a mighty battle!



◄ DEATH FROM THE SHADOWS

The stealthy Hasharin challenge the strength of Gondor.



Suladân™

The Serpent Lord of the Haradrim is the leader of all the Harad forces at war with the nation of Gondor. Though his golden mask hides his true identity, he is a distinctive figure on the battlefield. Here, we show you how to paint your model.



Suladân has no mercy in his heart for his Gondorian enemies and is more than willing to lead his people into a war against that powerful nation. Unlike the rest of the Harad army, which is equipped with a mismatched assortment of primitive arms and armour, Suladân is resplendent in his ceremonial robes and armour. The most distinctive aspect of this is the ancient golden war helm that hides his face.

Here we show you how to paint this cruel leader, drawing upon the skills and techniques you have learnt from previous Packs of *Battle Games in Middle-earth*.

◀ **SERPENT LORD**
Suladân leads his warriors
against the hated Gondorians.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
TIN BITZ
SHINING GOLD
CHAINMAIL
LICHE PURPLE
FORTRESS GREY

BLACK INK
RED GORE
BLEACHED BONE
MITHRIL SILVER
BROWN INK
SCORCHED BROWN

BESTIAL BROWN
BURNISHED GOLD
BOLTGUN METAL
TANNED FLESH
DWARF FLESH
ELF FLESH



1 Mail Armour

Heavy plate armour is too uncomfortable to wear in the harsh desert heat. Because of this, Suladân wears a light shirt of chainmail links beneath loose-fitting robes. To begin painting Suladân, assemble the model and undercoat it with Chaos Black. Mix a small amount of Tin Bitz with some Shining Gold and then dry-brush this over the armour. Finally, apply a lighter dry-brush of Chainmail over the top of the armour.

► The Tin Bitz and Shining Gold dry-brush gives the armour a worn look.

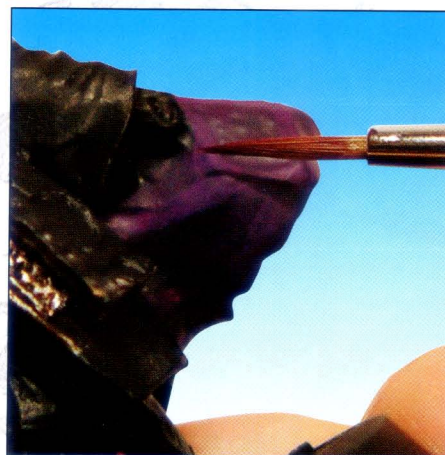


► Try not to add too much Liche Purple to your original mix, as this may make your cloak look too light.



2 Inner Cloak

The inside lining of Suladân's cloak is a dark purple colour. The darkest shade of this is made from a mix of Liche Purple and Chaos Black. Once mixed, apply this evenly over the inner cloak. Next, lighten this a little by adding more Liche Purple to the mix and apply using the blending technique. Finally, the blending technique is used again to highlight the edges, gradually adding small amounts of Fortress Grey to the mix for each successive layer.



◄ To maintain the overall dark appearance of the purple, the highlights need to be subtle.

3 Outer Cloak

The outside of Suladân's cloak is a pitch-black colour. First, ensure that there is an even coat of Chaos Black applied as the base colour. This is then subtly highlighted by mixing in small amounts of Fortress Grey with the Chaos Black. The blending technique is used to apply highlights to the edges of the cloak. Finally, a thin Black ink wash can be applied to stop the highlights from looking too harsh.

► When applying the highlights to the back of the cloak, be careful not to get any paint on the inner lining.



▲ Once the cloak has been painted, you can move onto painting Suladân's colourful robes.



4 Red Robes

The red robes that Suladân wears contrast well against his dark cloak. The robes are painted with a base colour of Red Gore. Once an even coat of Red Gore has been applied, it can be shaded with a darker tone created by mixing a little Chaos Black with the Red Gore. This is applied directly into the recesses as a thinned-down wash. Finally, highlight the robe by mixing small amounts of Bleached Bone with the Red Gore and blending it in on the edges.

◀ Try not to add too much Bleached Bone to the highlights, as you do not want it to look too pink.

5 Jacket Detail

Suladân's jacket is black with a leather trim and golden serpent designs. The trim is painted in Step 6. Here, we show you how to paint the inner lining and the serpent designs. The black colour of the jacket is painted in the same way as the outside of the cloak, as shown in Step 3. The serpent designs are first painted Shining Gold. Mix some Mithril Silver with the Shining Gold and apply this as a highlight to the edges. Finally, apply a thin wash of Brown ink over the gold.



◀ The highlights are applied to the top of the serpent's curves.



6 Leather Trims

The leather trim that runs around the edges of Suladân's jacket is given an even base colour of Scorched Brown. The individual panels on the trim are then painted Bestial Brown. Next, mix a small amount of Bleached Bone with the Bestial Brown to create a lighter tone, and apply this as a highlight to the edges of each panel. Finally, add some more Bleached Bone to the mix and carefully apply the colour to the topmost edges of each panel.



▲ Highlight the top edge of each panel, where the light would fall.



◀ This is how your model will look at the end of Step 6.



7 Gold Mask

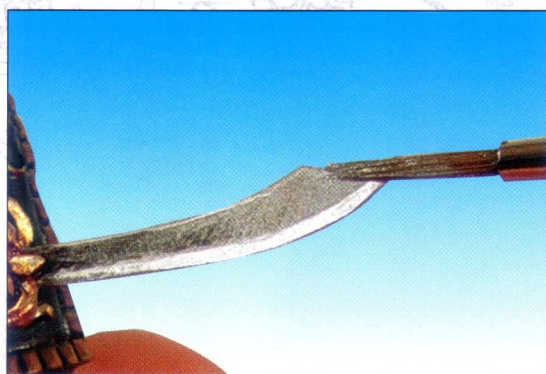
To paint Suladân's mask, first mix Tin Bitz and Shining Gold together to form a dark golden colour, and paint this over the whole mask. Next, use the blending technique to bring the tone up to pure Shining Gold. Now, begin adding Burnished Gold to the mix and blend up the highlights with that. Add some Mithril Silver to the mix and for the final highlights. Apply a thin wash of Brown ink to the helmet to provide shading. Finally, paint the leather guard around the base of the helm in the same way as the trim in Step 6.



◀ Highlight the very edges with Mithril Silver before applying the wash.



➤ Here you can see how the Brown ink wash adds to the deep shading.



➤ Using the blending technique on the weapon makes the blade look like it has been well maintained.

8 Scimitar

Suladân's hands are painted in the same skin tone as the rest of your Haradrim warriors, as shown in Pack 70's Painting Workshop. The hilt of Suladân's scimitar is painted gold using the techniques shown in Step 7. The blade of the weapon is first painted Boltgun Metal before using the blending technique to add layers of Chainmail and Mithril Silver on top. Finally, a thin wash of Black ink is applied to the blade.

9 Final Details

All that remains to be painted on the Suladân model are his belt, boots and the cloth on his helmet. The belt is painted like the leather trims as shown in Step 6, while the buckle is painted gold as shown in Step 7. The boots are painted black, as shown in Step 3. Finally, the cloth wrapped around Suladân's mask is painted in the same purple colour as the inner cloak in Step 2.



◀ Re-undercoat the belt before painting it to help it stand out from the armour underneath.

'What lies or threats led him on this long march from home?'

FARAMIR™



◀ Once based in the usual manner, Suladân is ready to lead his troops into war against the nation of Gondor.



Desert Boards

The deserts of Harad are desolate wastelands that stretch for countless miles in all directions, broken only by isolated, life-giving oases. Here, we will show you how to build a set of modular desert boards for your Battle Games.



Harad is an arid and unforgiving landscape where cruel and bloodthirsty tribes eke out a living among the rocky plains and shifting dunes. This parched land can be a very perilous place, where the unwary quickly find their end. For many years this wasteland has been a battlefield for the Gondorians, as they fight to defend their southern borders against the marauding armies of the Haradrim.

In this Modelling Workshop, we show you how to create a modular desert gaming board for your Battle Games in Harad. We will look at how to make such desert features as rolling dunes and an isolated oasis surrounded by palm trees. You will also learn how to create additional features, such as the square campaign tents used by the forces of Gondor.

◀ WASTELAND

The lands of the Haradrim are made up of vast deserts.

YOU WILL NEED

Modelling Essentials

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

2½CM/1" THICK
POLYSTYRENE TILES
(APPROXIMATELY
60CM/2' SQUARE)

SANDPAPER

5CM/2½" DUCT TAPE

FINE MODELLING SAND

SMALL STONES

GRAVEL

CLUMP FOLIAGE

BUBONIC BROWN,
BLEACHED BONE,
REGAL BLUE AND SKULL
WHITE ACRYLIC PAINTS

HOT WIRE CUTTER

THIN GARDEN WIRE

MASKING TAPE

MODELLING PUTTY

PLASTIC AQUARIUM PLANTS

PAPER

WATER

EFFECTS FLUID

HARDBOARD

BARBECUE SKEWERS

THIN CARD

TISSUE PAPER



RECAP

Modular Boards

The Harad desert boards are built from polystyrene tiles, using the same techniques as in your previous boards, such as the Pelennor Fields from Pack 44's Modelling Workshop. As with these previous boards, it is a good idea, before starting, to plan out your boards on small pieces of card. This way you can ensure that their features will match when placed together.



▲ THE PELENNOR FIELDS

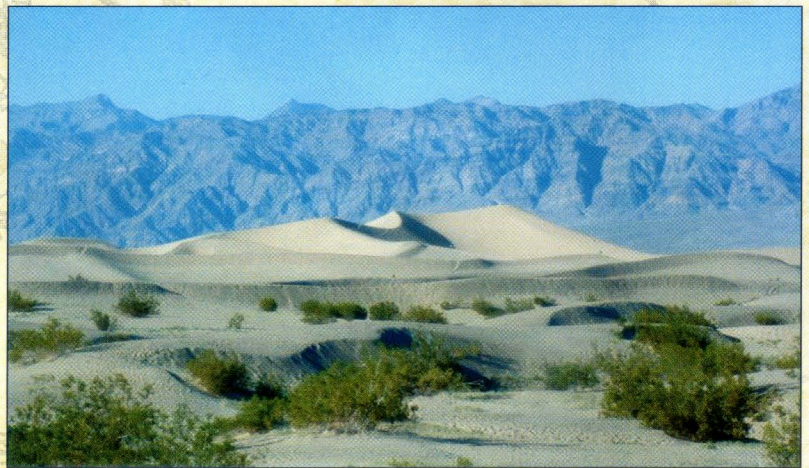
Your desert boards will share the same basic methods of construction as the Pelennor Fields boards from Pack 70.

Desert Board

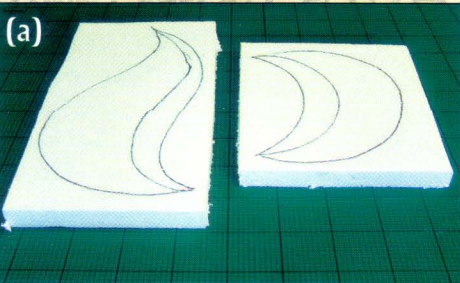
Once you have glued sand to your board, and it has dried, give it a coat of watered-down Bubonic Brown. Because the sand will absorb some of the paint, you might need to apply a couple of coats. Once these have dried, give the board a dry-brush of Bleached Bone. Finally, you can add small areas of clump foliage to represent the hardy desert shrubbery.

► DESERT COLOURS

When painting your board, use pictures of real desert landscapes as reference to help you get more natural-looking colours.



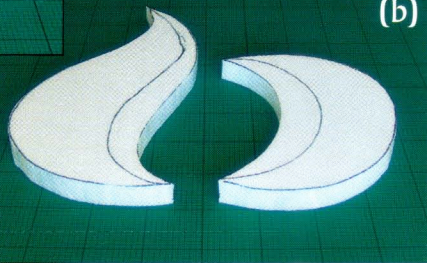
(a)



◀ DUNE SHAPES

These pictures show the progression from drawing out the shape of the dune (a) to then cutting it out (b) and, finally, sanding it down (c).

(b)



(c)



Dune Board

Dunes are created by the constant desert wind, blowing the sand into an undulating sea of ridges and mounds. To capture this effect, shape your styrene dunes into crescents with one side steeper than the other, representing the direction the wind has blown them. Then, when attaching the dunes to the board, make sure that they all face the same way, giving the appearance of rolling waves. You can then sand down the entire board to further enhance the effect.

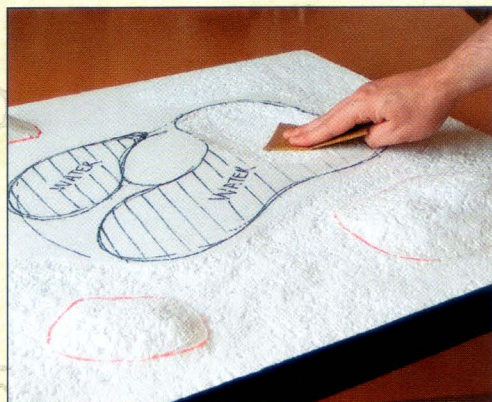


► DESOLATE LAND

These desert boards form the basis of your modular Harad terrain.

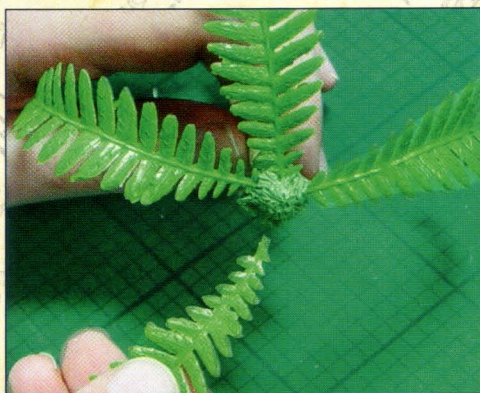
Creating the Oasis

Oases dot the deserts of Harad, creating sanctuaries of life amid the harsh stretches of wasteland. The oasis board is created in much the same way as your other boards, with the addition of a shallow pool and palm trees. Mark out the areas on the board where your pool will go and gently sand these down into a depression, being careful not to press too hard and break off chunks of styrene. As you will be filling your pool with the Water Effects fluid, creating the illusion of depth, it does not need to be very deep.



◀ CREATING THE POOL

The oasis pool is simply a gentle depression sanded into the surface of your board.



◀ PALM TREE

The fronds are attached to the trunk with modelling putty.



➤ FRONDS

Once the fronds have been attached, and the bark has been painted, the tree is ready to be attached to the oasis board.

Palm Trees

You can create the palm tree trunks using a few lengths of thin garden wire, twisted together in the same way as the Elven Tree Platforms, presented in Pack 35. However, unlike the Elven trees, you will not need to create branches, so simply wrap the trunk in masking tape once it is completed. You will then need to add the leaves, or fronds, to the top of the trunk. We have used plastic leaves from aquarium plants, but you could also make the fronds from paper. Cover one end of the trunk in modelling putty and, before it dries, stick in the ends of your fronds. The palm trees can then be glued onto the board. Once the putty is dry, the bark can be dry-brushed with varying shades of brown.

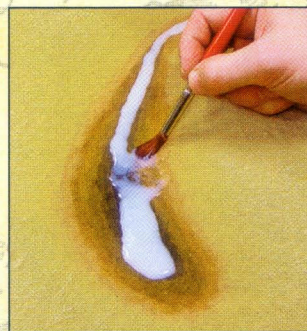
Oasis Water

The oasis can be modelled to look like it has realistic water. This can be achieved by using either gloss varnish, clear resin or specifically designed water effect products. Here, we used Games Workshop's Water Effects. Whatever you use, be sure to read the labels carefully and follow the manufacturer's instructions. To prepare the oasis for the water effects, it can be painted in progressively darker shades towards the middle in order to give the impression of depth. Next, a layer of water effect can be poured on, evened out with a brush and left to dry. Finally, extra layers of water effect can be applied as needed in order to get a consistently flat surface.



▲ DARKER SHADES

Painting the bottom of the pool will help to create the illusion of depth when the water is added over the top.



◀ ADDING THE WATER

To create an even layer, spread the water effect fluid out with a brush before leaving it to dry.



➤ DESERT HAVEN

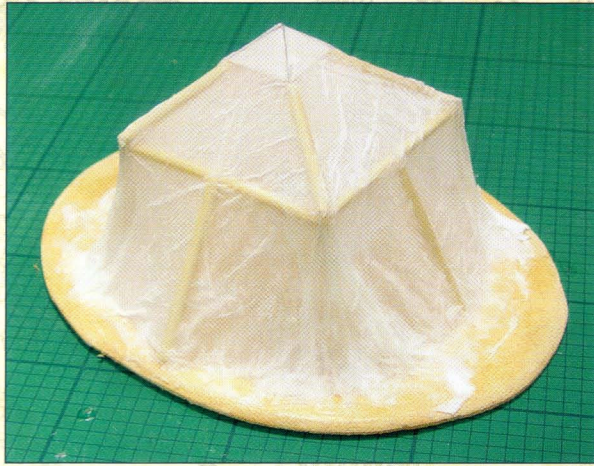
Your oasis is now ready for use in your Battle Games.



Additional Details

Gondorian Tents

When campaigning against the Haradrim in the south lands, the Gondorians bring with them tents for their warriors. Unlike those of the Orcs and Haradrim, the Gondorian tents are neat squares with pointed roofs. To create these tents, first make an oval base from hardboard and mark out a roughly 10cm/4" square in its centre. Using this square as a guide, create a framework from barbecue skewers cut down to size to create a cube shape, as shown. Once this is firmly glued in place, add extra pieces to make supports on three sides, and a pyramid-shaped roof.



▶ POINTED ROOF

To help the tent's covering keep its shape, a cap made from thin card has been added to the peak of the roof.

▶ DETAILED TRIM

A simple trim, cut from paper, is attached to the sides of the tent to add decorative detail.



▶ SOLDIER'S TENT

Emblazoned with the heraldic symbol of Dol Amroth, the tent is ready for use in your games.



To ensure that the roof of the tent keeps its shape, cut out small triangles of card and create a cap for its peak. This will stop it sagging when you cover it. Next, use tissue paper, covered in watered-down PVA glue to cover the frame. This process is the same as that used in Pack 59's Modelling Workshop to cover your Orc tents. Once the tissue is dry, cut out an entrance flap. To add some extra detail to the tent, you can glue a trim created from paper to the edges of the roof. Finally, paint the tent Regal Blue, dry-brushed with a mix of Skull White and Regal Blue. If you wish, you can also paint on a swan device to represent the knights of Dol Amroth.

Captain's Tent

Using these same techniques it is possible to build larger, more impressive tents, such as those that might be used for a Captain. In addition to making this kind of tent larger than normal, you could also add extra details such as an awning above the entrance flap.

▶ FIT FOR A LORD

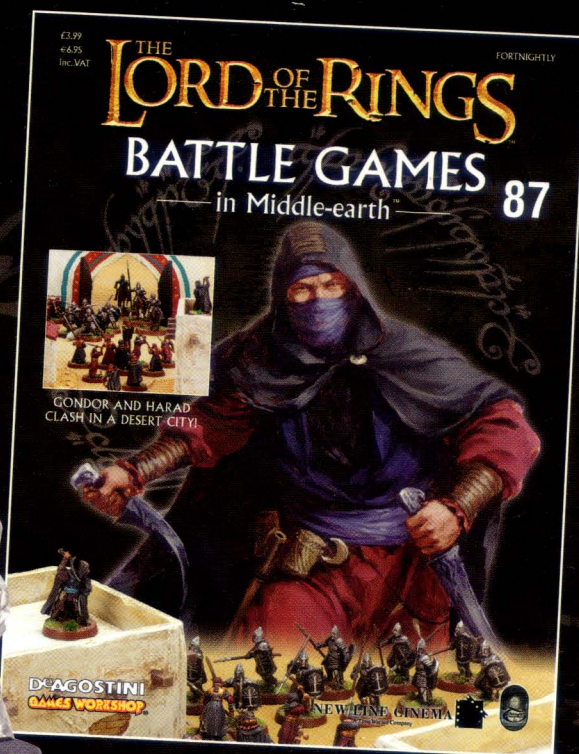
This tent is larger and has had an awning added to signify its importance.



IN YOUR NEXT GAMING PACK...

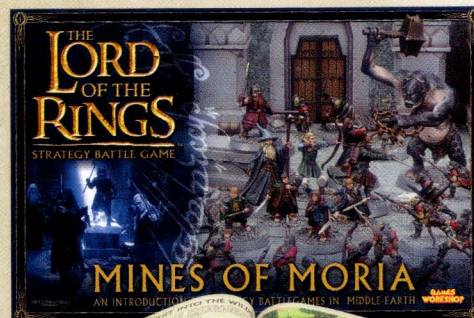
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