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Presenting the rules for the forces of the Shire, detailing their special rules and troops as well as such characters as Farmer Maggot and his dogs.

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Painting Workshop 14-17

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Modelling Workshop 18-21

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The Scouring of the Shire™

When Frodo and his companions return to the Shire after their long journey, they are horrified to discover it enslaved by the evil Sharkey. Under the cruel overseer's control their peaceful green land has been transformed into a foul pit of industry.

*‘Awake! Awake!
Fear, Fire, Foes! Awake!’*

HORN-CRY OF BUCKLAND™

Far from the great battles that raged in Rohan and Gondor, the folk of the Shire continued quietly about their business. During Frodo's long and perilous journey to destroy The One Ring and end the Dark Lord's reign of tyranny over Middle-earth, these peaceful people sowed their crops and tended to their fields. However, shortly before Frodo's return, a dark and evil presence descended upon their land, in the form of Sharkey. Known as Saruman the White before his fall from grace, Sharkey has gathered an army of rogues, thieves and ruffians to bend the Shire to his will and impose his authority upon its inhabitants. When Frodo, Sam, Merry and Pippin arrive back in their old homeland, they find its fields spoiled by industry and their fellow Hobbits toiling under the evil Sharkey's yoke. It now falls to these brave travellers to rally the people of the Shire and drive Sharkey and his kind from its borders once and for all.

In this Pack's Playing the Game, we present the rules and profiles for Frodo, Sam, Merry and Pippin upon their return to their homeland. We also detail Farmer Maggot and his dogs, as well as the Hobbit defenders of the Shire. In the Battle Game, we follow the first part of the Scouring of the Shire Battle Report, in which Frodo and his companions lead the Hobbits against Sharkey and his cronies. In the Painting Workshop, learn how to paint Farmer Maggot and his dogs while, in the Modelling Workshop, you can create a set of ruined Shire terrain for use in your Battle Games.



▲ DEFENDERS OF THE SHIRE

Farmer Maggot is among those who take up arms when Sharkey and his rogues threaten the Shire.





Hobbits™ of the Shire™

Roused to war by the intrusion of Sharkey and his ruffians, the Hobbits of the Shire have taken up arms to turn back these foul invaders. In this Playing the Game we present the rules for using Hobbit forces in your Battle Games.



Hobbits are for the most part a peace-loving folk that mind their own business and seldom look beyond the borders of their land, with only a few notable exceptions such as Frodo and his kin. However, when battle was brought to them, in the form of the evil Sharkey and his gang of thugs, the stout Hobbits chose to fight for their freedom. Rallying around the returned heroes – Frodo, Sam, Merry and Pippin – the inhabitants of the Shire find a powerful resolve to defend their lands and drive off any who would try and control their lives and destroy the peace of their homeland.

Here, we present the rules and profiles for using Hobbit forces in your Battle Games, including Farmer Maggot and his dogs – Grip, Fang and Wolf. We also detail the rules for using Frodo, Sam, Merry and Pippin in games set after the events of the War of The Ring and their return to the Shire.

◀ DIMINUTIVE DEFENDERS

Normally a peaceful people, the Hobbits of the Shire fiercely defend their homeland against attack.

Hobbit Ponies

Hobbits are far too small to ride normal horses like the Men of Rohan and Gondor do. However, they sometimes use the hardy ponies of the Shire to carry them into battle.

							Move			
Pony	0	2	3	0	1	2	20cm/8"	-	-	-

Gentle Natured:

Ponies are ill-suited to war and a Hobbit mounted on one must pass a Courage test to charge into combat, just as though his opponent was Terrifying. In addition, ponies do not have the weight nor temper of a trained warhorse and grant their riders none of the normal benefits of being mounted, such as knocking down their foes or gaining an extra dice in the Fight phase.



Frodo of the Nine Fingers (Points Value: 65)



When Frodo returns to Shire, he is greatly changed by his experiences, which have granted him great wisdom and strength of will. However, his journey has also scarred him both physically and mentally, wearying him of the world.

F **S** **D** **A** **W** **C** Move **M** **W** **F**
 3/3+ 2 6 1 2 6 10cm/4" 1 3 1

Wargear:
 Mithril coat
 (included in the profile)

Options:
 Pony 10pts

Special Rules:
 Weary of War (see below), Local Hero (Frodo counts as carrying a banner, as detailed in Pack 34, though suffers none of the usual penalties), Unarmed (See Pack 50), Throw Stones (See Pack 26), Magic Resistant (See Pack 26),

Weary of War

Frodo has witnessed many terrible things on his travels and The Ring has ravaged his spirit. Frodo may never charge an enemy for any reason. He will fight to defend himself if attacked, but will not strike any blows if he wins.

► **SCARRED BY WAR**
Frodo is charged by a ruffian and wins the combat. However, he does not strike any blows.



Sam (Points Value: 50)

Ever a loyal friend and companion, Sam has followed Frodo every step of the way on his travels, finally leading them back to the Shire.

F **S** **D** **A** **W** **C** Move **M** **W** **F**
 3/3+ 2(3) 3 1 2 5 10cm/4" 2 2 3

Wargear:
 Sting (included in the profile)

Options:
 Pony 10pts

Special Rules:
 Throw Stones (See Pack 26)
 Magic Resistant (See Pack 26)



Merry (Points Value: 25)



Strengthened by his encounter with the Witch-king and his struggles during the Battle of the Pelennor Fields, Merry has grown into a capable warrior and brave adventurer.

F	S	D	A	W	C	Move	M	W	F
3/3+	2	4	1	1	4	10cm/4"	1	1	2

Wargear:
Sword (hand weapon)

Options:
Pony 10pts
Shield 5pts

Special Rules:
Throw Stones (See Pack 26)
Magic Resistant (See Pack 26)

Pippin (Points Value: 25)

War and service in the armies of the Free Peoples has changed Pippin, so much so that there are few who would recognise him for the foolish young Hobbit he once was.

F	S	D	A	W	C	Move	M	W	F
3/3+	2	4	1	1	4	10cm/4"	1	1	2

Wargear:
Sword (hand weapon)

Options:
Pony 10pts
Shield 5pts

Special Rules:
Throw Stones (See Pack 26)
Magic Resistant (See Pack 26)



Farmer Maggot and his Dogs (Points Value: 50)



A proud and stubborn inhabitant of the Shire, there are few Hobbits that don't know about Farmer Maggot and his three hounds, Wolf, Fang and Grip.

	F	S	D	A	W	C	Move	M	W	F
Maggot	3/3+	2	3	1	2	5	10cm/4"	1	2	2
Dog	3/-	3	3	1	1	2	20cm/8"	-	-	-

Wargear:
Scythe (two-handed weapon)

Special Rules:
Throw Stones (See Pack 26)
Magic Resistant (See Pack 26)



Hobbit Militia (Points Value: 3)



In times of strife any able-bodied Hobbit may be called upon to join the Shire Militia and defend their people against attack.

						Move			
1/3+	2	3	1	1	3	10cm/4"	-	-	-

Wargear:
Improvised weapon
(hand weapon)

Special Rules:
Throw Stones (See Pack 26)
Magic Resistant (See Pack 26)

Hobbit Archers (Points Value: 4)

Hobbits are natural marksmen, skilled with both rocks and short bows. In times of need, groups of Hobbits are gathered together to use these valuable skills for war.

						Move			
2/3+	2	3	1	1	3	10cm/4"	-	-	-

Wargear:
Short bow (Counts as a bow
with a range of 42cm/18")

Special Rules:
Throw Stones (See Pack 26)
Magic Resistant (See Pack 26)



Shirriffs (Points Value: 4)



Even a peaceful place such as the Shire has need of a few stout individuals to sort out troublemakers. These brave Hobbits are known as Shirriffs.

						Move			
3/3+	2	3	1	1	3	10cm/4"	-	-	-

Wargear:
Cudgel (hand weapon)

Special Rules:
Throw Stones (See Pack 26)
Magic Resistant (See Pack 26)



Battle for the Shire™

In this Battle Report, Frodo and his companions have returned to find their beloved home ravaged by Sharkey and his invading Ruffians. Determined to save the Shire, the four travellers rally their countrymen and set out to put a stop to Sharkey's villainy.



After vanquishing the Dark Lord and scattering his armies, the four travellers, Frodo, Sam, Merry and Pippin made the long journey back home to the Shire. After the peril and excitement of their adventures, the four friends were eager to return to a life of simple contentment. However, upon arriving home they found the Shire had been transformed into a nightmarish shadow of its former beauty. Their once idyllic homeland had become an industrial ruin and its people subjugated to an evil master. Wasting no time, the travellers gathered together as many able-bodied Hobbits as they could to rid the Shire of the invading Ruffians and their mysterious leader, Sharkey.

In this Battle Game, Kenton and Simon will be taking part in an exciting Battle Report to decide the fate of the Shire. Surrounded by angry Hobbits, Kenton's forces of Evil must drive away Simon's Shire folk before they can destroy the mill and defeat Sharkey.

◀ UNDER SIEGE

Frodo leads the Hobbits in an assault on Sharkey's mill.

THE COMBATANTS

For this Battle Game, the Good player will need the models for Frodo, Sam, Merry and Pippin, from previous Packs, as well as the Farmer Maggot and dogs miniatures from this Pack. He will also need the 18 Hobbit card figures, which will be presented in this Pack and Pack 91. The Evil player will need the Worm and 13 Ruffian card figures, which will also be presented across this Pack and Pack 91. Finally, he will need the Sharkey miniature, included in the next Pack.



▲ ► INSPIRING

Frodo rallies the people of the Shire, inspiring them to confront their oppressors.



▲ BITTER

Sharkey seeks petty vengeance against the Hobbits.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo of the Nine Fingers	3/3+	2	6	1	2	6	10cm/4"	1	3	1
Sam	3/3+	3	3	1	2	5	10cm/4"	2	2	3
Pippin	3/3+	2	4	1	1	4	10cm/4"	1	1	2
Merry	3/3+	2	4	1	1	4	10cm/4"	1	1	2
Farmer Maggot	3/3+	2	3	1	2	5	10cm/4"	1	2	2
Grip, Fang and Wolf	3/-	3	3	1	1	2	20cm/8"	-	-	-
Hobbit Militia	1/3+	2	3	1	1	3	10cm/4"	-	-	-
Hobbit Archer	2/3+	2	3	1	1	3	10cm/4"	-	-	-
Shirriffs	3/3+	2	3	1	1	3	10cm/4"	-	-	-
Sharkey	4/-	4	4	1	2	4	14cm/6"	1	4	1
Worm	2/-	3	3	1	1	2	14cm/6"	-	-	-
Ruffians	3/4+	3	3	1	1	2	14cm/6"	-	-	-

The Gaming Area

This game is played on a 120cm/4' square board. Position the industrial mill – which will be presented in Pack 91 – in the middle and arrange a selection of ruined and intact Hobbit holes and fields, from this Pack and Pack 62, around the rest of the board. The Dunland Hovels from Pack 67 can be used to represent the Ruffians' sheds, which they have erected throughout the Shire.

Starting Positions

The Good player should divide his forces into two groups of 13 models, which are deployed opposite each other along the two board edges, as shown. The Good player may split up his force in any way he chooses, and may put all his Heroes into a single group if he wishes. The Evil player deploys seven of his Ruffians within 15cm/6" of the industrial mill. The remaining six, along with Worm and Sharkey, are held in reserve, as described in the Special Scenario Rules.



Special Scenario Rules

Mercenaries

Eager to serve the cruel Sharkey, the Ruffians are doing all they can to put a stop to the Hobbit revolt. As described in the Starting Positions section, six Ruffians are held in reserve at the start of the game. In addition, any Ruffians who are killed during the game also join these reserves. At the start of the Evil player's second Move phase – and each subsequent Move phase – he may roll a dice and consult the Ruffian Reinforcements table to determine how many Ruffians from the group of reserves he may move onto the board. These reserves move on from either of the table edges not used as Hobbit deployment edges, and may charge into combat on the turn they arrive.



RUFFIAN REINFORCEMENTS TABLE

DICE	RESULT
1-2	One Ruffian
3-5	Two Ruffians
6	Three Ruffians

◀ **CRUEL MEN**
Having rolled a 6, the Evil player may bring a further three Ruffians into the fight.

Sharkey and Worm

At the start of the game, Sharkey and Worm are hiding within the mill, and are not deployed on the board. To lure out the nefarious duo, the Hobbits must destroy the mill's water wheel. They do this by attacking it, just as though it were a fortress gate or door, using the rules found in Pack 30's Playing the Game and the profile shown here. At the end of the turn in which the wheel is destroyed, Sharkey and Worm are positioned anywhere within 5cm/2" of any of the mill's doors, and may move and act normally in the Evil player's following Move phase.



Water Wheel

Built to drive Sharkey's industrial mill, the water wheel turns night and day, providing power to the unseen machines that belch foul smoke across the Shire.



5

BATTER POINTS

3



Call to Arms

The return of Frodo and his companions has stirred the Shire folk to action. To represent this, when any Hobbit Militia, Hobbit Archer, or Shirriff models are killed, set them aside. At the beginning of the Good player's Move phase, he may roll one dice for each Good Hero who is still alive. For each 6 rolled, he may return one of the previously 'killed' Hobbits to the board, at either of the board edges within his deployment zones.



◀ HOBBIT UPRISING

Inspired by the Hobbit Heroes, the people of the Shire answer the call to arms and join the fight.

GOOD TACTICS

Simon – 'In my opinion, Hobbits are one of the most underrated races of Middle-earth, often underestimated by their foes because of their small size and strength. In this game it would be my job to prove that these little guys can be deadly. My first task would be getting to the mill wheel as fast as possible, while keeping my warriors together. My plan is to get the majority of my Hobbits as close to the mill as possible, ready for when Sharkey makes his break. Meanwhile, my Heroes and archers will try to keep the Ruffians off my back.'

EVIL TACTICS

Kenton – 'My plan is fairly simple – to keep Sharkey alive for as long as possible. Although the Hobbits will have numbers on their side in the early turns, my reliable supply of reserves should soon tip the balance in my favour. I will be able to capitalise on this by keeping the water wheel intact for as long as possible, as this also keeps Sharkey out of trouble. With this in mind, I'm going to focus my Ruffians on killing a couple of the Heroes in the early turns, before switching to a more defensive style of play and trying to wear out the remaining Shire folk in a war of attrition.'

WINNING THE GAME

- The Evil player wins the game by killing all five of the Good player's Heroes.
- The Good player wins by killing Sharkey.





Defend The Mill

Turns 1-5

In the first turns of the game, the Hobbits advance towards the mill, while the handful of Ruffian defenders try to slow them down as best they can.

Deadly Luck

1 In the first turn, while most of Kenton's Ruffians rush towards the advancing Hobbits, a single archer remains by the mill and takes aim at Pippin. Flying straight and true, the arrow hits Pippin, and also wounds the unfortunate Hobbit, who is forced to use a point of Fate to stay in the game. Taken aback by this near lethal attack, Simon quickly moves a bodyguard of Shirriffs in front of Pippin and Merry, to prevent any more lucky shots getting through.



KEY
 GOOD SIDE MOVES
 EVIL SIDE MOVES
T
 TACTICS

Return Fire

2 Determined to prove the superiority of Hobbit marksmanship, Simon's archers open fire on the Ruffians advancing towards Merry and Pippin, slaying both the Ruffian archer who wounded Pippin and a second Ruffian who had just entered play as a reinforcement. Having despatched the remaining Ruffian barring their way, Pippin and Merry's group are free to advance towards the mill unopposed.





RUFFIAN



WORM™



HOBBIT™ ARCHER



HOBBIT™ ARCHER



HOBBIT™ ARCHER



HOBBIT™ WITH AXE



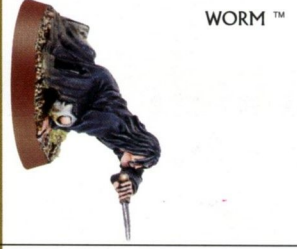
HOBBIT™ WITH AXE



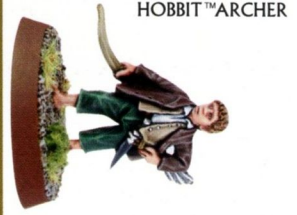
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RUFFIAN



WORM™



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HOBBIT™ ARCHER



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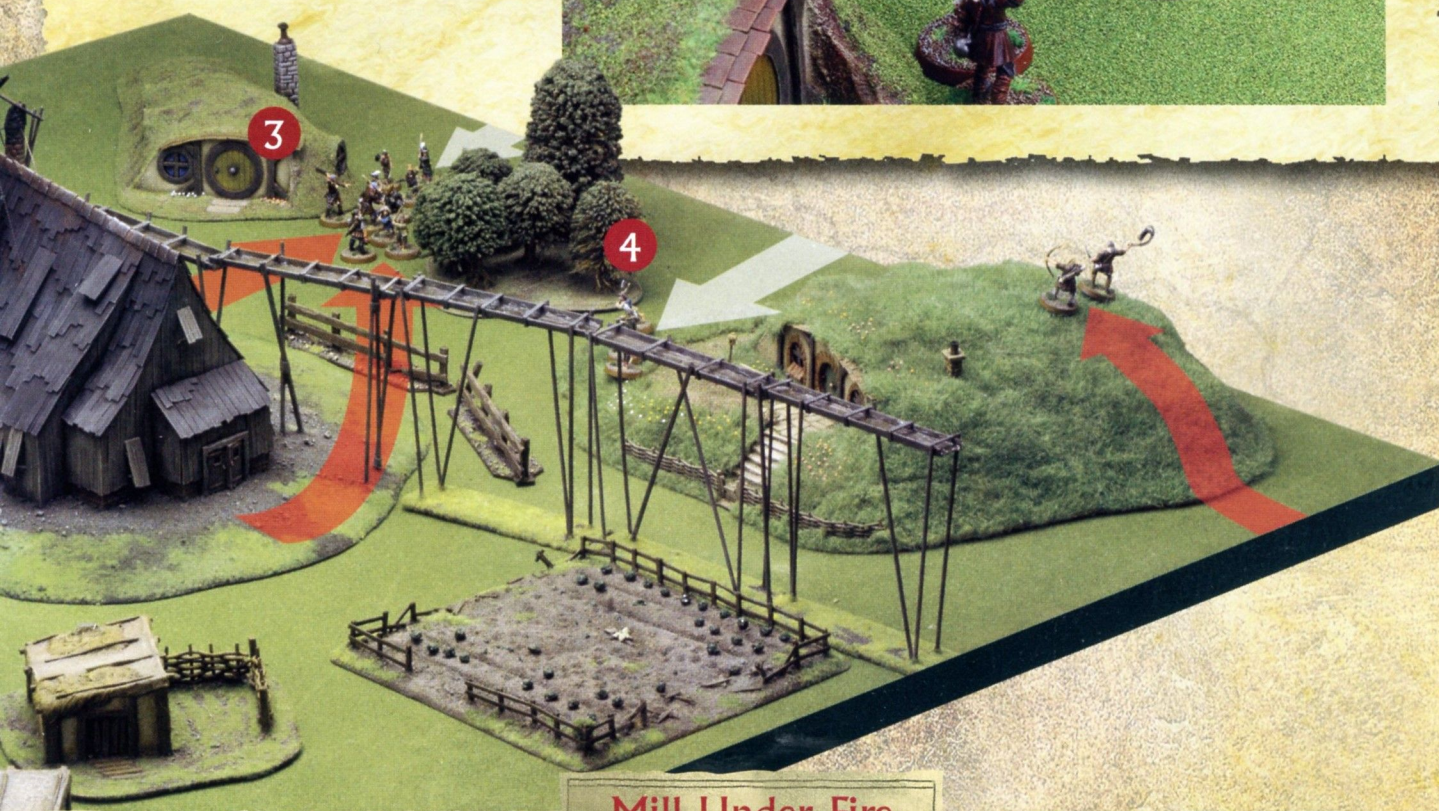


RUFFIAN



Delaying Tactics

3 On the opposite side of the mill to Merry and Pippin, Frodo and Sam's advance towards the mill's water wheel is hindered by a trio of Ruffians. Despite being heavily outnumbered, the three wicked Men surpass Kenton's expectations and succeed in blocking the Hobbit advance for five turns, killing one Hobbit and even inflicting a wound on Sam before being overrun.



Mill Under Fire

4 Distracted by Frodo and Sam's large group of Hobbits, Kenton fails to realise the danger posed to the water wheel by the group of Hobbit archers. Moving into position near Bag End unopposed, Simon's archers fire on the mill wheel and damage it, removing one Batter Point. Desperate to stop them inflicting any more damage, Kenton sends a pair of reinforcements to attack the archers, but for now is powerless to stop them freely attacking the water wheel.





Destroy The Wheel

Turns 6-10

After some tense opening turns, which saw two Hobbit Heroes wounded, the Hobbits have broken through to the mill, meaning the water wheel's destruction can't be far off.

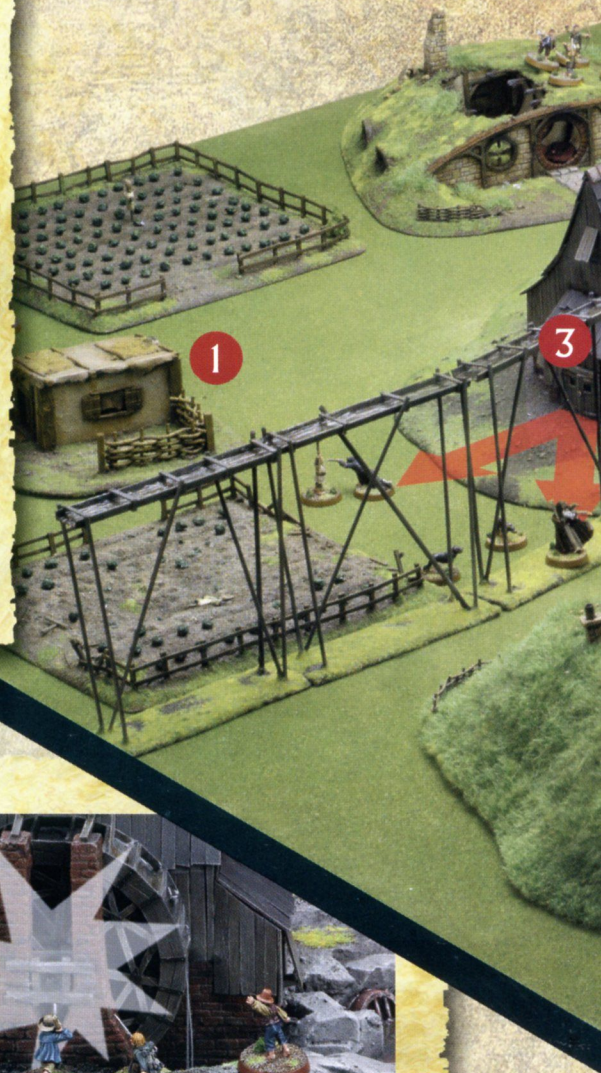
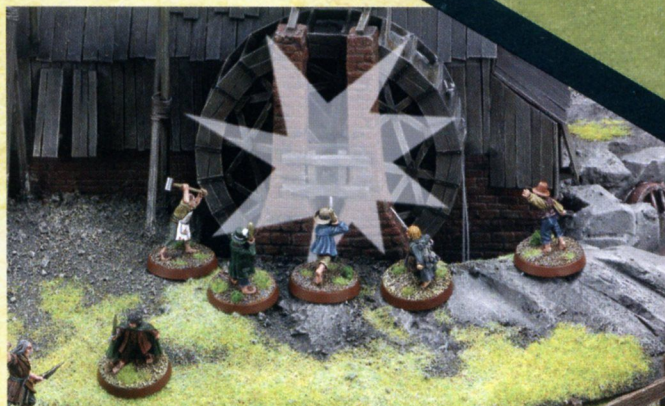
Sudden Death

- 1 Having easily disposed of the two Ruffians sent to oppose them, Farmer Maggot, his dogs and a small group of Hobbits have quickly advanced over the fields towards one of the mill doors. In response, and hoping for the same luck that almost killed Pippin, Kenton moves one of his bow-armed reinforcements into position and fires at Farmer Maggot. However, the shot misses Maggot and strikes Wolf, one of the farmer's faithful hounds, killing him.



Mighty Hobbits

- 2 Having reached the water wheel, the Hobbits set about it with their axes and hammer, damaging it and removing its second Batter Point. In Turn 9, with the number of Ruffian reinforcements increasing, Simon decides he can't afford to wait any longer and spends both of Sam's Might points to remove the wheel's final Batter Point, forcing Sharkey to flee the mill at the end of the turn. Kenton positions Sharkey and Worm outside the door at the side of the mill, hoping to win priority in Turn 10.





Wizard's Flight

3 At the start of Turn 10, Simon and Kenton tensely roll the dice to determine who will have priority in this crucial turn. To Kenton's dismay, Simon wins, forcing Sharkey to use his only Might point to call a Heroic Move in order to get away. Knowing that Worm will turn on Sharkey at the first sign of weakness, Kenton doesn't hesitate to send him to attack Farmer Maggot and his group, while Sharkey successfully casts Terrifying Aura, hoping to keep the Hobbits at bay.



Next Pack...

Having been forced to flee the mill, Sharkey moves towards Bag End, with Farmer Maggot and his dogs in hot pursuit. It is vital that the Hobbits block off any avenues of escape for the wily Wizard, and kill him before more of his cruel Ruffians arrive to protect him. Can the Hobbits strike down the evil Sharkey while they have the advantage, or will he survive long enough for his minions to arrive and turn the tables on Frodo and his companions? Find out in the exciting conclusion to this Battle Report, which will be presented in the next *Battle Games in Middle-earth*.





Farmer Maggot™

Farmer Maggot is a respected member of the Hobbit community, whose dogs are a terror to any who dare trespass across his land. In this Painting Workshop, we show you how to paint your Farmer Maggot model, along with his three dogs.



Farmer Maggot is a hard-working soul, dressed in work clothes common throughout the Shire. Living so close to the borders of the Shire, Farmer Maggot is fiercely protective of his land, chasing trespassers from his fields and threatening them with his hefty scythe. His three faithful dogs, Wolf, Grip and Fang, follow him everywhere. Many Hobbits have been discouraged from trying to steal vegetables by these baying hounds.

In this Painting Workshop, we show you how to paint your Farmer Maggot model in his plain work clothes, along with tutorials on painting each of his dogs – Wolf, Grip and Fang.

◀ GET OFF MY LAND!

Farmer Maggot sets his dogs on Merry and Pippin, chasing them from his fields.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
GRAVEYARD EARTH
BROWN INK
KOMMANDO KHAKI
SKULL WHITE
CATACHAN GREEN
SCORCHED BROWN

BLEACHED BONE
TANNED FLESH
ELF FLESH
BUBONIC BROWN
BOLTGUN METAL
CHAINMAIL
MITHRIL SILVER

SNAKEBITE LEATHER
BESTIAL BROWN
SHINING GOLD
DWARF FLESH
VOMIT BROWN



1 Work Shirt

Start by undercoating the whole model with Chaos Black paint. Next, apply an even base colour of Graveyard Earth over the work shirt. This can be shaded with a thin wash of Brown ink. After resetting the base colour, the shirt can be highlighted using the blending technique by mixing Kommando Khaki with Graveyard Earth. The aim here is to make the shirt quite light, so for the final highlight a little Skull White can be added to the mix. The shoulder patches are painted in the same way – however, they should look a lot darker so try not to make the highlights too light.



◀ Adding a larger amount of Kommando Khaki to the mix lightens the overall tone of the work shirt.



➤ Only a small amount of Kommando Khaki is added to the mix to highlight the shoulder pads.



➤ Highlighting Catachan Green with Kommando Khaki suitably mutes the overall tone.

2 Long Sleeves

The sleeves of the shirt Farmer Maggot wears underneath his work clothes are a muted green colour. Start by applying a base colour of Catachan Green to the sleeves. Next, mix a small amount of Chaos Black with Catachan Green. Now, water this mix down and apply it as a wash. Once the wash is dry, reset the base colour ready for highlighting. Kommando Khaki is mixed with Catachan Green and then blended onto the raised edges.

3 Trousers and Belt

Farmer Maggot's belt and trousers are both painted in the same way. Start with a base colour of Scorched Brown and apply this evenly over the trousers and belt. Successively lighter layers are blended onto this by mixing small amounts of Bleached Bone with the Scorched Brown for each new layer.



◀ The darker, Scorched Brown tone is used to provide contrast with the lighter brown of Farmer Maggot's work shirt.

'He's a terror to trespassers, and keeps ferocious dogs!'

PIPPIN™

➤ All that remains to be painted after his clothes is Farmer Maggot's skin, hair and scythe.



4 Skin and Hair

Farmer Maggot's hands, face and feet are painted in a similar way to Legolas' face as shown in Pack 76. However, instead of starting with Bestial Brown, begin with a layer of Tanned Flesh and then blend up through the layers until you reach a final highlight of Elf Flesh and Skull White. Farmer Maggot's sandy blond hair is painted with a base colour of Graveyard Earth. Next, a small amount of Bubonic Brown is mixed in with the Graveyard Earth and is then dry-brushed over the hair. Finally, a small amount of Bleached Bone is added to the mix for the last highlight.



◀ Don't forget to paint the hair on Farmer Maggot's feet too.

5 Scythe

Farmer Maggot commonly uses his sturdy scythe to cut his crops. However, it can be pressed into use as a weapon if the need arises. To paint the haft, start with a base colour of Graveyard Earth. Highlight this by mixing Kommando Khaki with the Graveyard Earth, applying the paint to represent the woodgrain effect. The blade of the scythe is painted Boltgun Metal and highlighted with Chainmail and Mithril Silver.



▲ Apply Mithril Silver to the edges of the blade to make it look sharp.



► Once Farmer Maggot has been based, he can join the defence of the Shire.





Wolf

Wolf is a light tan colour towards the legs and belly, darkening to an almost black shade across his back. After undercoating the model with Chaos Black, apply a base colour of Kommando Khaki to the whole model. Use the blending technique to apply a darker tone of Kommando Khaki mixed with Snakebite Leather. Next, mix Bestial Brown with Snakebite Leather and blend this onto the dog's back. Finally, mix Chaos Black with Bestial Brown for the darkest tone across the back, and apply it with the blending technique. The collar is painted in the same colours as Farmer Maggot's belt, with the disk being painted Shining Gold. The teeth are painted Bleached Bone and the tongue is painted Dwarf Flesh.



▲ Carefully blend the darker tone over the lighter one on the dog's back.



▲ Here you can see how the paint blends into the darker tones on Wolf's back.



▲ Use the blending technique to apply the markings to the body of the dogs.

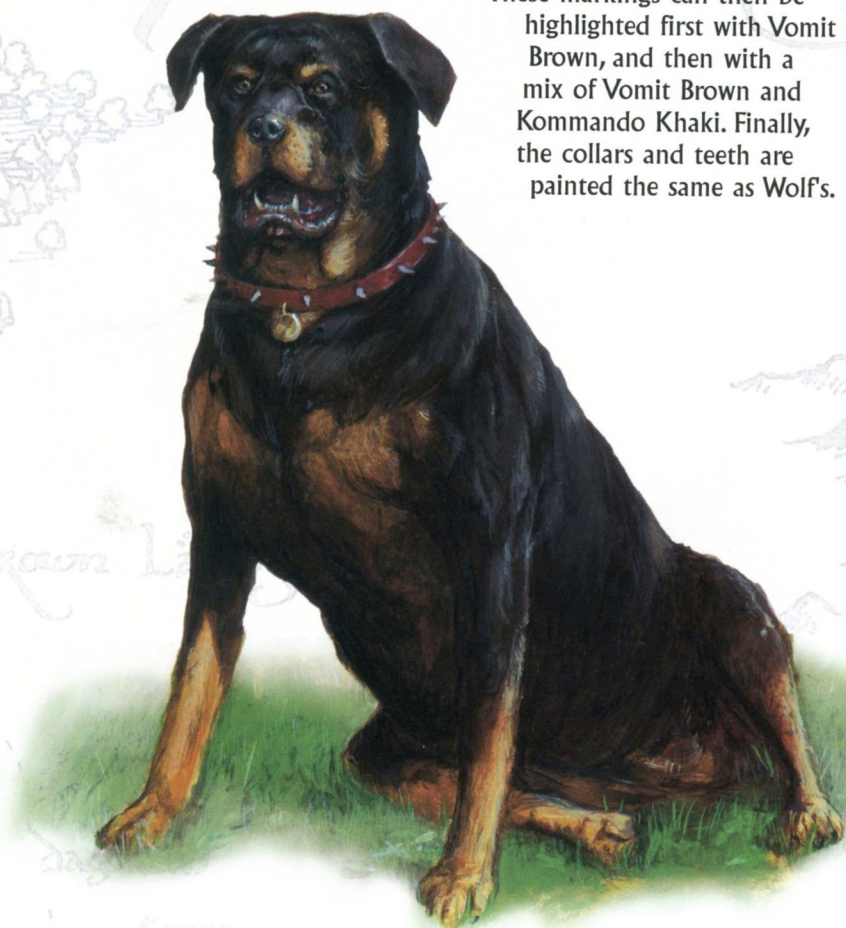
Grip and Fang

Grip and Fang are both painted using the same technique. Start by undercoating both models with Chaos Black. Mix a small amount of Kommando Khaki with the Chaos Black until you have a slightly lighter tone. Using the blending technique, apply this mix onto the raised areas of the models. Next, mix a small amount of Chaos Black with some Vomit Brown and apply this as markings to the legs, chest, muzzle eyebrows and ears as shown.

These markings can then be highlighted first with Vomit Brown, and then with a mix of Vomit Brown and Kommando Khaki. Finally, the collars and teeth are painted the same as Wolf's.



▲ Here you can see all the markings on both Grip and Fang



Ravaged Shire™

Sharkey and his band of ruffians have ravaged the once peaceful lands of the Shire, ransacking and burning all in their path. Here we show you how to build ruined Hobbit holes, including their exposed interiors.



For many years the inhabitants of the Shire existed peacefully, unnoticed by the rest of Middle-earth and ignorant of the events outside their borders. However, in the closing stages of the War of The Ring, the Hobbits' idyllic lives were shattered by the arrival of Sharkey and his ruffians. The diminutive Halflings were no match for the sheer aggression displayed by these 'Big Folk' who broke into their homes, started fires and transformed the pleasant green fields of the Shire into an industrial wasteland.

In this Pack, we present the first of two Modelling Workshops that focus on making scenery for use in the 'Scouring of the Shire' Battle Game. Here, we show you how to build ruined Hobbit holes and trampled fields.

◀ THE SHIRE IN RUIN

Sharkey's ruffians invade the Shire, ransacking homes and destroying the fields.

YOU WILL NEED

Modelling Essentials

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

FOAM CARD
THIN CARD
THIN BALSA WOOD
SHEET AND RODS
(ROUND AND SQUARE)
HARDBOARD

2½CM/1" THICK
STYRENE SHEET
PLASTER FILLER
CLEAR ACETATE
PLASTIC CARD
MODELLING PUTTY
KITCHEN FOIL
DRESSMAKING PINS

CLUMP FOLIAGE
CHAOS BLACK,
SKULL WHITE,
SCORCHED BROWN,
BESTIAL BROWN,
BLEACHED BONE,
DARK ANGELS GREEN,
SNOT GREEN
AND GOBLIN GREEN
ACRYLIC PAINTS



RECAP

Hobbit holes

The Modelling Workshop in Pack 62 can form the basis for a simple ruined Hobbit hole. The construction follows that shown, except that the details of the front fascia are changed to reflect the damage caused by Sharkey's forces. The windows and door are modelled to look smashed, and scorch-marks are painted on. The later Steps of this Modelling Workshop show you how to model and paint this damage.

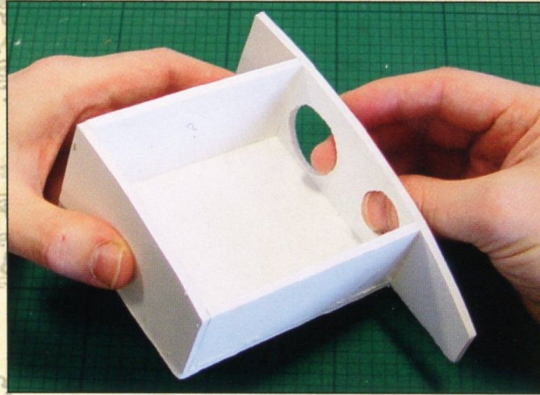


▲ RUINED HOBBIT HOLE

Here you can see a simple Hobbit hole, showing the damaged front.

1 Building the Room

Here we will show you how to build a ruined Hobbit hole with a caved-in roof, exposing the room inside. The interior is built first – then the mound of the hill is built around it. Create a simple box shape from foam card, with one of the walls forming the Hobbit hole's front fascia, with holes for the door and window cut into it.

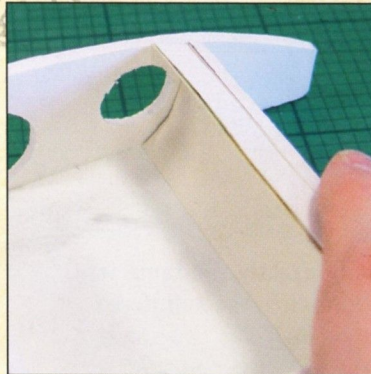


◀ CREATING THE ROOM

The box has the holes for the window and door cut out of the fascia.

2 Interior Details

The interior walls of the Hobbit hole are curved, just like those in Bag End. Small strips of foam card are glued to the inside top and bottom of the box sides, to act as a brace that the wall attaches to. Cut a piece of thin card to size and glue it into place around the brace, so that it forms a curved wall. The floor can be made from a thin sheet of balsa wood, scored to look like floorboards. Balsa wood can also be used to make pieces of furniture such as tables and chairs. Finally, a chimney can be made from a piece of foam card, cut to shape, with stonework carved into the surface.



◀ CURVED WALL

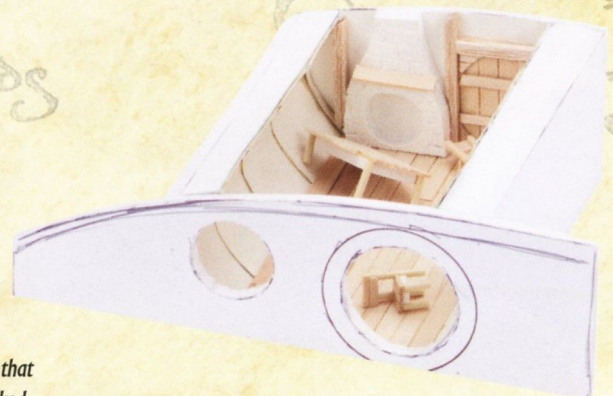
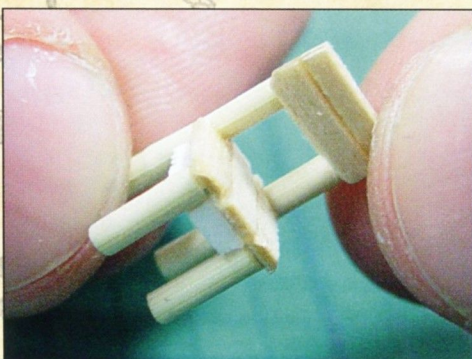
Thin card can be bent around the walls to give them a distinct curved appearance.

◀ SMALL FURNITURE

Because you are making Hobbit furniture, remember to make each piece smaller than you would for a man-sized model.

▶ FINISHED ROOM

The table and chairs have been broken and strewn around the room to give the impression that the Hobbit hole has been ransacked.





3 Creating the Hill

The hill that the Hobbit hole is sunk into is built around the foam card room. Start by making a base from hardboard and then glue the room into place on top. Styrene is then layered around the outside. Cut this to shape and smooth it with some sandpaper. Broken wooden beams can be made from square balsa wood rods that have been snapped at one end and fitted into a recess at the other. Once the beams are in place, clumps of earth – made from a thick paste of sand and PVA glue – can be placed inside the room where the roof has caved in.



◀ **SANDY PASTE**
The thick mixture of sand and PVA will dry solid, creating clumps that look like earth.



◀ **BROKEN WINDOWS**
Using clear acetate is a great way of representing windows in your models.



4 Frontal Damage

The front fascia of the Hobbit hole can be modelled to look like it has been extensively damaged. First, cover the fascia in plaster filler and then etch stonework into it. A stone pathway can be made in the same way. Next, to make the windows look like they have been smashed, cut a small jagged hole in some clear acetate. Then, glue this behind the window frame. Finally, add balsa wood supports on the front of the dwelling. Some of these can be broken if you like, to add to the damaged look of the Hobbit hole.

◀ **DOOR HANDLE**
A broken door can also be made from balsa wood and plastic card, with a modelling putty door handle.

5 Painting

Most of the Hobbit hole is painted in exactly the same way as described in Pack 62. To add extra detail, the splintered ends of balsa wood can be painted to look like they have been scorched by fire. This is achieved by first painting the ends Chaos Black and then lightly dry-brushing them with Skull White.



◀ **BLACKENED STUMPS**
As wood burns, it first goes black and then the very ends turn into white ash.



▲ **RUINED HOME**
Once painted and flocked, your ruined Hobbit hole is ready to be used in your Battle Games.



Making Fields

Here we show you how to build two Shire fields – one that has been recently farmed, and another that has been ravaged by the trampling feet of Sharkey's minions.

1 Making Soil

First, a base for the field is cut from a piece of hardboard approximately 20cm/8" square. Next, mix a large amount of PVA and sand together to form a paste as described in Step 3 of making the ruined Hobbit hole. Spread this paste over the top of the base. While the paste is still pliable, use a wet brush to mould the paste to look like a ploughed field before using the handle of the brush to make it look trampled.



◀ SCULPTING THE PASTE

The wet brush allows you to manipulate the paste without it sticking to the bristles.



➤ MAKING LEAVES

Carefully move the small pieces of foil along the length of the pin until they look like leaves peeling away from the cabbage.

◀ SCARECROW

A simple shirt and bag can be sculpted onto the balsa wood frame to create the scarecrow.



2 Field Details

Once the sandy paste has dried solid, other details can be modelled onto the base. A scarecrow can be made from a frame of balsa wood, with modelling putty being used to sculpt a rough torso and head. Cabbages can be made for the field by rolling a small ball of kitchen foil around the end of a dressmaking pin and then pushing pieces of foil along the pin to make leaves. Finally, the boundaries of the field can be marked with fences made from balsa wood, and hedges made from clump foliage.



◀ BROKEN FENCES

The fences can be modelled to look as though they have been broken and damaged.

3 Painting

Once the model has been undercoated Chaos Black, the earth of the field can be painted Scorched Brown followed by a dry-brush of Bestial Brown and Bleached Bone. The cabbages are given a base colour of Dark Angels Green, before being dry-brushed with Snot Green and Goblin Green. The scarecrow is painted to look like it is wearing an old shirt, with a sack for a head.



▲ DESTROYED FIELD

Here you can see the finished ransacked field, ready for use in a Battle Game.

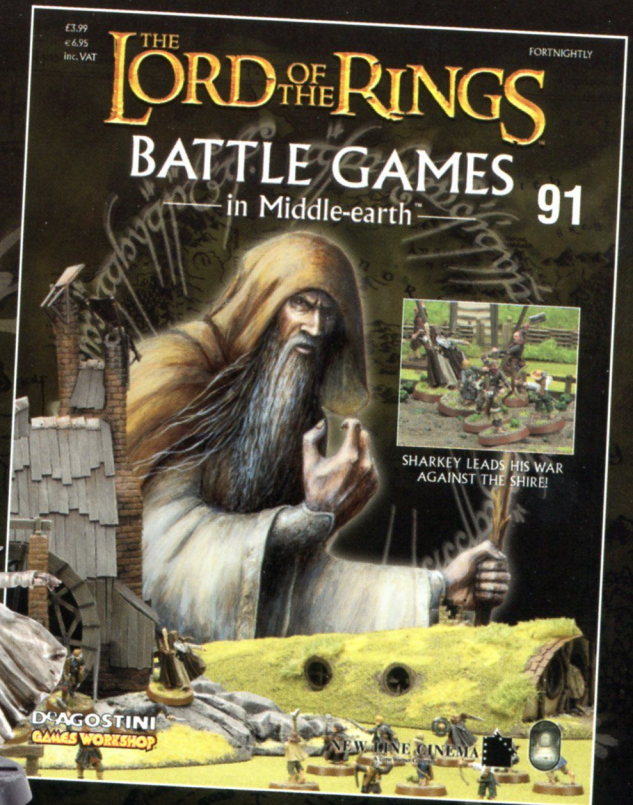
◀ UNTOUCHED FIELD

The same techniques can be used to make an undamaged field.

IN YOUR FINAL GAMING PACK...

The Hobbits fight desperately to free the Shire!

- Discover the rules for using Sharkey and his henchmen in your Battle Games
- The fate of the Shire is decided in the second part of the Battle Report
- Paint the evil Wizard Sharkey for use in your Battle Games
- Build an industrial mill to be used in your Shire Battle Games
- **PLUS:** A metal Sharkey miniature



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