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THE LORD OF THE RINGS

BATTLE GAMES

— in Middle-earth™ —

91



SHARKEY LEADS HIS WAR AGAINST THE SHIRE!

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THE LORD OF THE RINGS

BATTLE GAMES

— in Middle-earth™ —

91



Guide to Middle-earth™

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Learn about the many battles that raged Middle-earth during the time of The War of The Ring.



Playing the Game

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Battle Game

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Modelling Workshop

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THE END OF ALL THINGS

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Sadly, this is the very last Pack of *Battle Games in Middle-earth*. We hope you have enjoyed exploring the world of Middle-earth, as well as collecting, painting and playing Battle Games with your miniatures.

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The *Battle Games in Middle-earth* team.

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Journey's End

From humble beginnings, Frodo, Sam, Merry and Pippin have travelled the length and breadth of Middle-earth, fighting terrible foes, making fast friends and ultimately changing its history forever. Now, at last, they have come home.

Frodo and his companions have survived an incredible and epic adventure, journeying far from their homeland. During his quest to destroy The Ring, Frodo faced unimaginable horrors, among them soulless Ringwraiths, the great she-spider Shelob and the spirit-crushing weight of bearing The Ring. Only with the aid of Sam and The Fellowship of The Ring was he able to complete the perilous and impossible task.

However, the destruction of The Ring was not the end of Frodo's trials, and upon returning to the Shire he discovered it in the iron grasp of the Wizard Sharkey. Once again the young Hobbit summoned his courage and, with the aid of his friends and fellow Hobbits, defeated and drove off this final adversary. Now, at last, Frodo can travel to the Gray Havens with his old friend Gandalf and his uncle Bilbo, and sail off into the west and into legend.

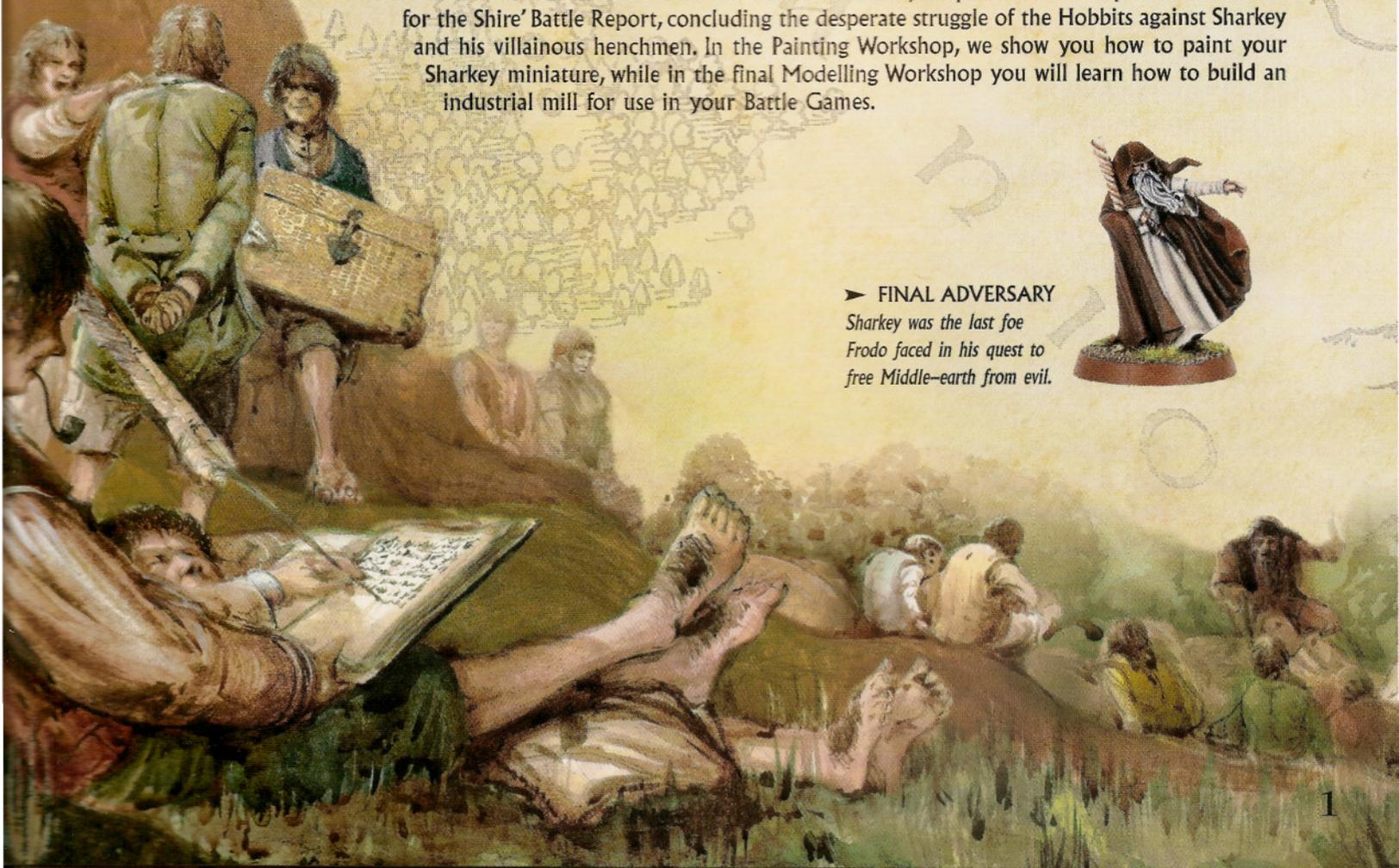
In this final Playing the Game, we present the profiles for the evil Wizard Sharkey, his servant Worm and his Ruffian henchmen. In the Battle Game, we present the last part of the 'Battle for the Shire' Battle Report, concluding the desperate struggle of the Hobbits against Sharkey and his villainous henchmen. In the Painting Workshop, we show you how to paint your Sharkey miniature, while in the final Modelling Workshop you will learn how to build an industrial mill for use in your Battle Games.

*'Farewell, my brave Hobbits.
Here at last... comes the
end of our Fellowship.'*

GANDALF™

► FINAL ADVERSARY

Sharkey was the last foe Frodo faced in his quest to free Middle-earth from evil.





Sharkey's™ Rogues

During his attack on the Shire, Sharkey gathered around him the worst kind of human dregs to do his bidding. In this Playing the Game we present the profiles for Sharkey, Worm and the evil Ruffians who follow their orders.



After the fall of Isengard and the destruction of his armies, the Wizard Saruman possessed only a broken shadow of his former power. However, the flames of bitterness still burned strong in his heart and, with revenge on his mind, he slipped away to the west, his henchman Worm in tow. Heading for the Shire he gathered about him a band of cruel and evil Men, Ruffians and rogues eager to do his bidding for the promise of wealth and power. When the old Wizard reached the lands of the Hobbits he set about enslaving their communities. The folk of the Shire came to know him as Sharkey, an evil overseer who tried to take their lands and control their lives.

Here we present the full rules for using Sharkey, Worm and their Ruffians in your Battle Games, detailing their special rules and equipment.

◀ ROBBERS AND RUFFIANS

Sharkey's Men are a motley crew of thieves, murderers and scum, who follow the old Wizard in the hope of fighting and loot.

Whips

In keeping with their cruel nature many Ruffians carry whips to frighten and cow the peaceful folk of the Shire. In combat whips can also be used by the Ruffians to viciously lash their opponents. Whips count as thrown weapons with the following profile:

Range (cm/inches)	Strength	Move Penalty
4cm/2"	1	None



◀ CRUEL WEAPON

As the Ruffian charges into combat with the Hobbit he lashes out with his whip.



Sharkey and Worm (Points Value: 60)



While he has lost much of his strength, Sharkey still covets power and will stop at nothing to achieve his evil ambitions. Accompanying Sharkey on his quest for revenge is Worm, his pathetic and treacherous servant.

	F	S	D	A	W	C	Move	M	W	F
Sharkey	4/-	4	4	1	2	4	14cm/6"	1	4	1
Worm	2/-	3	3	1	1	2	14cm/6"	0	0	0

Wargear:
Sharkey carries a staff (two-handed weapon) while Worm carries a dagger (hand weapon)

Magical Powers:
Sharkey has the following magical powers (detailed in Pack 12's Playing the Game):

Special Rules:
Broken loyalties

Terrifying Aura
Effortlessly Immobilise

Broken Loyalties

Gríma, or Worm as he is now simply known, has grown bitter in the service of his master and secretly seeks Sharkey's demise. If Sharkey is reduced to 1 Wound with no remaining points of Fate, Worm will become a Good model and must move toward and attack Sharkey if possible. If Sharkey is slain, then Worm will revert to being an Evil model.

► **BITTER AND TWISTED**
Worm turns on Sharkey, sensing his weakness, and becomes a Good model until either he or his former master has been slain.



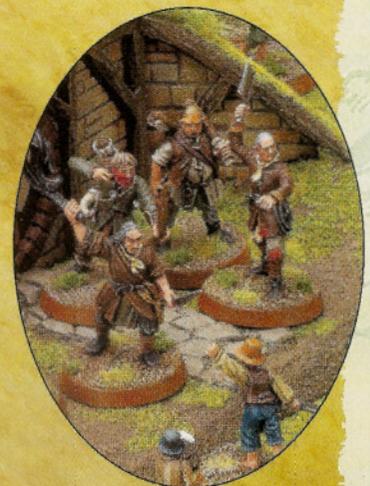
Ruffians (Points Value: 4)

Sharkey has gathered together the scum of Middle-earth to lead his attack on the Shire, amoral Men willing to do anything for the chance of wealth and the promise of violence.

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

Wargear:
Sword, dagger or club (Hand weapon)

Options:
Bow 1pt
Whip 1pt





Drive Away The Wizard

Turns 11-21

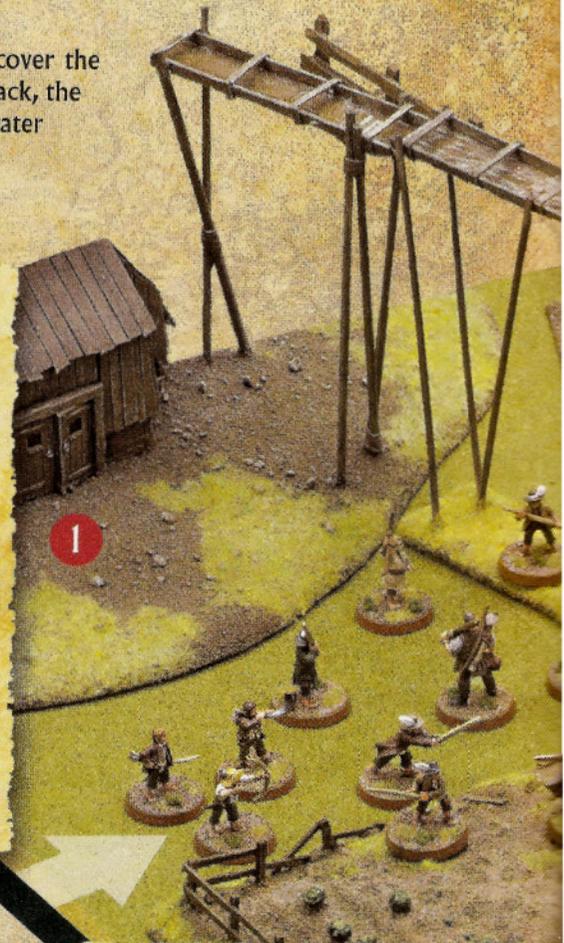
As we rejoin the battle, we find Sharkey fighting for his life against a tide of Hobbits. He will need to use all his ancient cunning if he is to survive the next few turns!

Battle Report – Part 2

Returning home after The War of The Ring, Frodo, Sam, Merry and Pippin discover the Shire has been overrun by wicked Ruffians in the pay of Sharkey. In the last Pack, the Hobbits drove Sharkey out of his hiding place in the mill, by destroying the water wheel, and they are now preparing to bring the evil Wizard to justice.

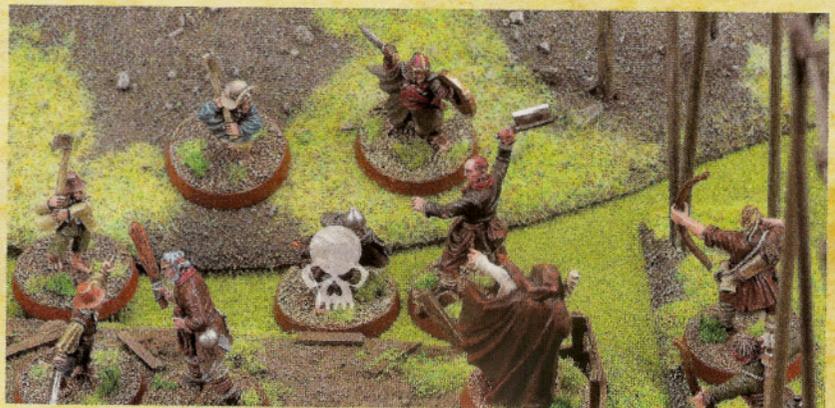
Maggot Fights Worm

1 Eager to prove his worth, Worm attacks farmer Maggot, while his evil master makes his escape. Despite facing the formidable farmer and his accompanying Hobbits and dogs, Worm holds out until turn 17 before finally being struck down. Although he failed to slay Farmer Maggot, Worm did inflict a wound, which Simon chose to negate with a point of Fate.



Out of Reach

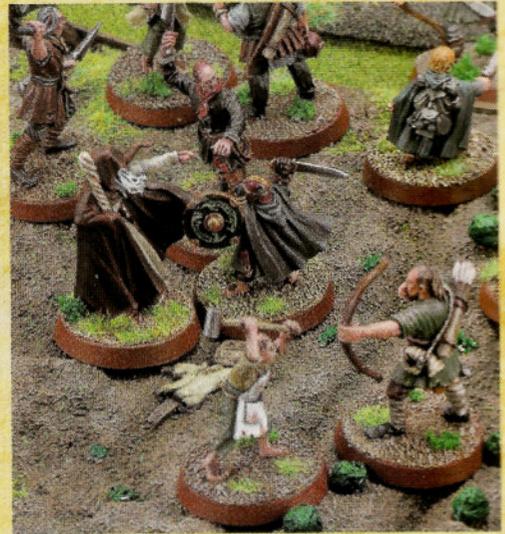
2 With Sharkey almost in their grasp, Pippin and Merry charge into combat with the Ruffians that stand between them and their hated foe. However, the evil Wizard has other plans and casts Effortlessly Immobilise on Merry twice. Unable to move, Merry is powerless to help Pippin who is first wounded, robbing him of his last Fate point, before being cut down and killed in the following turn.





Faltering Courage

3 Sensing the tide of battle turning, Simon pushes Merry and Sam into combat with Sharkey. However, with Sharkey's Terrifying Aura still in play, Sam fails his Courage test, leaving Merry to fight the Wizard alone. Facing Sharkey and a Ruffian, Merry loses the fight and is forced to spend his final point of Fate to avoid death. In the following turn, Sam finds his bravery and returns to the fight, reducing the cruel Wizard to his final Wound.



Aura of Evil

4 On turn 20, Simon wins priority once again, and throws Sam and Merry into combat with Sharkey. However, once more Sharkey's Terrifying Aura proved too much for Sam, who flees before the Wizard's stern gaze. Despite the banner-like effect of Frodo, Merry is beaten by Sharkey and, with no Fate left, the hapless Hobbit is wounded and killed.



KEY	
 GOOD SIDE MOVES	 T TACTICS
 EVIL SIDE MOVES	



Crush The Rebellion

Turns 22-26

Despite having lost two Heroes, the Hobbits still seem to have the upper hand, with only Sharkey's single point of Fate standing between them and victory.

Ferocious Combat

I Calling a Heroic Move with Frodo, Simon sends Sam into combat with Sharkey again. However, having fought off Merry and Pippin, Sharkey has bought himself enough time for his Ruffians to come to his aid. After passing his Courage test to charge Sharkey, Sam is counter charged and trapped by three of Sharkey's minions. Predictably, Sam loses the fight and suffers two wounds, which Simon manages to negate with two successful Fate rolls.



Evil Tactics

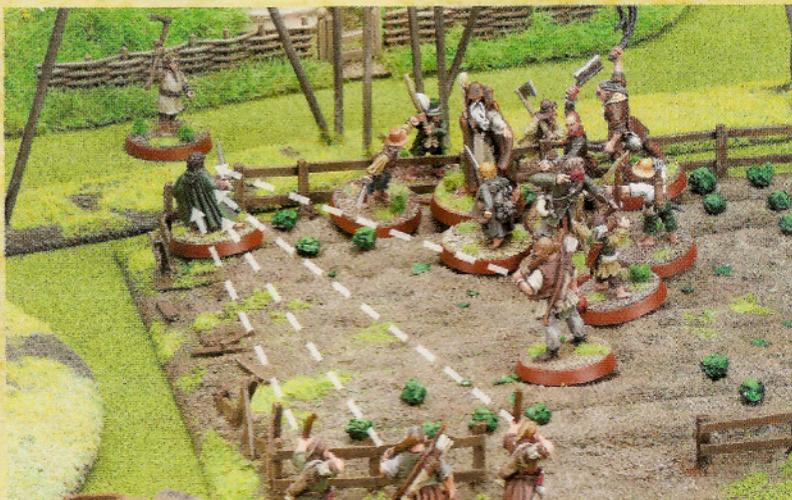
T *Kenton* – 'Despite winning priority and having a substantial number of Ruffians on the board, I still chose to move Sharkey into combat, along with my Ruffians. There are two reasons for this – not only is Sharkey stronger and tougher than a Ruffian, but because Good models can't fire into combat, the best way to avoid deadly Hobbit bow-fire is to be in combat. Not only did this tactic keep Sharkey relatively safe, but it also allowed me to gang up on Sam and wound him, robbing him of his last Fate point.'





Hard to Kill

2 Confident that the Ruffians near Sharkey will be able to defend him, Kenton moves four of Sharkey's bow-armed minions around the edge of the fight in the field and into a position to shoot at Frodo. After rolling four successful hits, Kenton is certain he'll wound the troublesome Hobbit. However, Frodo's Mithril shirt proves impervious to the Ruffian's arrows, as not one of Kenton's dice scored high enough to inflict a wound.



Saved By Mithril

3 After firing numerous times at Frodo, all to no avail, Kenton moves his Ruffian archers into combat with the former Ringbearer. Trapped against the fence and surrounded, Frodo is easily beaten. However, his Mithril shirt turns all but one of the blows aside, as Kenton succeeds in inflicting only a single wound. Nearby, inspired by Frodo's presence, Sam and the Hobbit archer fighting alongside him win their fights against Sharkey and his Ruffians, although they fail to wound the evil Wizard.





Last Stand

Turns 27-30

Outnumbered and surrounded, the Hobbit's hopes of ridding the Shire of Sharkey's evil seem doomed. However, the Halflings will never surrender their homeland to evil!

Marked for Death

1 With Evil having won priority, six Ruffians move to surround Frodo and Sam. Thanks to Frodo's banner-like effect, Sam defeats his foes, pushing them back, as does the Hobbit archer fighting against Sharkey. However, the strain of battle proves to be too great for Frodo himself, who is beaten and wounded. Knowing Frodo has only a single Fate point remaining, Simon nervously rolls the dice and scores only a 2, failing to save him.



Heroic End

2 Despite the loss of Frodo, Simon is determined not to lose sight of his objective and, having won priority, sends Sam and the nearby Hobbit archer into combat with Sharkey. Knowing that Simon is sure to split the combat so that Sam will be able to attack Sharkey, Kenton moves five Ruffians into combat with the brave Hobbit, to tip the odds firmly in his favour. Against so many foes, Sam has no hope of success and is wounded twice and killed.





Desperate Plan

3 Having lost two Heroes in as many turns, Simon can feel victory slipping out of his grasp. However, having won priority once again, he begins to formulate a desperate plan. Charging two Hobbits into Sharkey, he sends two other Hobbits to pin down the nearby Ruffians. Finally, Farmer Maggot leaps the fence and charges at three Ruffians, preventing them from coming to Sharkey's aid. After a tense Fight phase, the Wizard is wounded, forcing Kenton to use Sharkey's last Fate point. With relief, Kenton rolls a 5 and the game continues.



Final Gambit

4 Turn 30 begins with another tense priority roll, which Kenton wins. Knowing that decisive action is required, he has Sharkey spend his last point of Will – thus removing his Terrifying Aura – to cast Effortlessly Immobilise on Farmer Maggot. Using his 'Resistant to Magic' ability, the farmer resists the spell. Kenton decides to finish Maggot anyway, trapping him with Sharkey and three Ruffians. The rest of the Ruffians move to engage the nearby Hobbits in combat. Against all odds, Farmer Maggot won the combat and, to Kenton's dismay, cleaved the evil Wizard in twain with his scythe! The Hobbits had won the day, but at what cost?





Conclusions

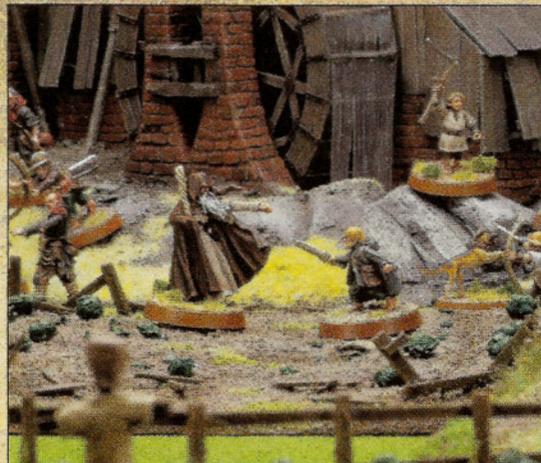
With the death of Sharkey, the Hobbit uprising has triumphed against the invading forces of evil. Thanks to their heroic sacrifice, the Travellers have freed their people from the yoke of oppression.

The Forces of Good

Simon – ‘This game was very close. Despite a promising start, I couldn’t quite get my hands on the slippery Wizard quickly enough and, before I knew it, my Hobbits were the ones being outnumbered. Although I came perilously close to defeat, Farmer Maggot held out against almost insurmountable odds and won me the game.’



◀ **VICTORIOUS**
Playing the Good side, Simon Moorhouse won this close-fought battle.



▶ **A LITTLE MIGHT**
Simon’s choice to spend both of Sam’s Might points on destroying the wheel was a gamble that could have cost him the game.

Diminutive Heroes

‘Although all my Heroes were Hobbits, I had a lot more Might, Will and Fate in my force than Kenton did. I think that knowing I had such an advantage may have made me a little cavalier in my use of Might points. Although I managed to destroy the wheel quickly, I spent both of Sam’s Might points to do it. In hindsight, there were a number of occasions when Sam was in combat with Sharkey – when he managed to pass a Courage test – that these Might points could have been used to end the game much sooner, preventing Kenton from coming so close to victory.’

Slow Movement

‘Although I dominated the early turns of the game, thanks to the large size of my force, not knowing which mill door Kenton would be deploying Sharkey outside meant I had to surround the building and send reinforcements to plug any gaps. When Sharkey did emerge and make a break for it, my slow Hobbits had a hard time chasing him down, and couldn’t all get to him at once, robbing me of my major advantage. Despite this, luck was with me in the end and Farmer Maggot managed to get into Combat with Sharkey and finish him off.’

▶ **DIMINUTIVE DEFENDERS**
Because Hobbits can’t move as fast as Ruffians, Simon had a hard time getting his reinforcements to his Heroes quickly enough.





The Forces of Evil

Kenton – 'If I've learnt anything from this game, it's to never underestimate Hobbits! After some early turns in which I thought Simon had me, I finally managed to kill all but one of the Hobbit Heroes, and have the soul survivor trapped. Unfortunately, luck was not on my side and the mighty Farmer Maggot managed to finish what his companions had started.'



◀ CUNNING WIZARD

Kenton's plan almost succeeded, but luck was not on his side this day.

Terrifying

'In Turn 9, when Sam destroyed the wheel and I deployed Sharkey outside the mill, I knew my only hope of survival was to keep the Hobbits as far away from him as possible. Since I would very quickly run out of places to hide on the board, casting Sharkey's Terrifying Aura spell was essential. Throughout the course of the game, I lost count of the number of times the Hobbits failed their Courage tests, especially Sam, who had appalling bad luck, which probably made the game as close as it was.'



▲ TERRIFYING AURA

Thanks to Sharkey's spell, the Hobbits could never bring their full strength to bear on the evil Wizard.

Outnumbered

'One of the challenges facing me in the early turns of the game was the large number of Hobbits I had to face. Even if I did win priority and managed to charge one of the Heroes, Simon always had three or four other Hobbits ready to surround my beleaguered Ruffians and tip the odds in his favour. Although I could count on at least one reinforcement arriving from the reserves pool every turn, it wasn't until near the end of the game that I managed to concentrate my forces in one place and even the odds. Despite this, Simon had cleverly kept Farmer Maggot protected and only committed him to the fight with Sharkey at the very end of the game.'





Sharkey™

When his armies at Isengard were defeated, Saruman took on the guise of Sharkey. Now he has fled to the Shire, where he is exacting his revenge upon the Hobbits that helped topple him from power. Here, we show you how to paint your Sharkey model.



Weakened and destitute, Sharkey is but a shadow of his former self. His once bright white robes have long since faded and, swathed in a dark brown cloak, Sharkey hides his now sullied and dull clothes. His distinctive, hawkish nose can be seen poking out from beneath the cloak's dark cowl. Saruman's Staff of Power was broken by Gandalf the White at Isengard, robbing the Wizard of much of his power. In the guise of Sharkey, he now carries a simple walking staff.

In this Painting Workshop, we will show you how to paint the metal Sharkey miniature you have received as part of this gaming Pack.

◀ EVIL OPPRESSOR

Sharkey cows the local Hobbits with the power of his voice.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
 CODEX GREY
 SHADOW GREY
 KOMMANDO KHAKI
 SKULL WHITE

SCORCHED BROWN
 VERMIN BROWN
 TANNED FLESH
 DWARF FLESH
 ELF FLESH

BESTIAL BROWN
 BLEACHED BONE
 SHINING GOLD
 MITHRIL SILVER



tormented head

1 Inner Robes

Sharkey's inner robe is a dull and sullied white colour. To paint this, first undercoat the whole model with Chaos Black. Next, apply a base colour of Codex Grey to all the inner robes. Highlight this by adding a small amount of Shadow Grey to the Codex Grey. Begin adding Kommando Khaki to the mix and building up the layers, leaving the grey in deepest recesses. As a final highlight, a little Skull White can be added to the Kommando Khaki and applied to the very edges.



◀ Try to apply the highlights so that most of the robes appear Kommando Khaki.



► The well-defined folds of the cloak present a perfect opportunity to practice the blending technique.

2 Outer Cloak

A base colour of Scorched Brown mixed with Chaos Black is applied to the outer cloak on the Sharkey model. For each successive layer, Vermin Brown is added to the mix in small increments. The blending technique is used to gradually build up the highlights to pure Vermin Brown at the very edges.

3 Final Details

Once the robes and cloak have been painted, Sharkey's face and hand can be painted. First apply a base colour of Tanned Flesh, then a highlight of Dwarf Flesh and finally Elf Flesh at the very edges. The beard is painted Codex Grey and then dry-brushed Skull White. Sharkey's walking staff is painted Bestial Brown before being blended with Bleached Bone for the highlights. Finally, the dagger can be painted Shining Gold with a highlight of Mithril Silver.



◀ Sharkey's face is hidden deep in the shadows of his hood, so try to avoid highlighting this area too much.



▲ Try to highlight the staff in such a way that the Bestial Brown paint remains only in the deepest recesses.

► Once based like the rest of your models, Sharkey is ready to exact his revenge upon the Hobbits of the Shire.





Industrial Mill

The fires of Saruman's industry were extinguished at Isengard. Now, in the guise of Sharkey, he has lit them anew within the borders of the Shire. In this Modelling Workshop, we show you how to build one of Sharkey's industrial mills.



The pleasant, idyllic life of the Shire was shattered when Sharkey and his minions arrived. The Ruffians quickly set about subduing the local Hobbits, who were no match for the Big Folk, and forced them into backbreaking slave labour. The once pastoral beauty of the Shire is now blighted by the presence of Sharkey's industrial machines. The homes of the Hobbits have been stripped and the resources fed into the smelting mills that now belch foul smoke from their tall brick chimneys.

◀ BLAST FURNACE

Sharkey's industry is fed by the metal smelted in the furnaces of mills like this, located throughout the Shire.

YOU WILL NEED

Modelling Essentials

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

HARDBOARD
2½CM/1" THICK
POLYSTYRENE SHEET
FOAM CARD
THICK CARD
PLASTER FILLER
BALSA WOOD SHEET
COCKTAIL STICKS
PLASTIC CARD

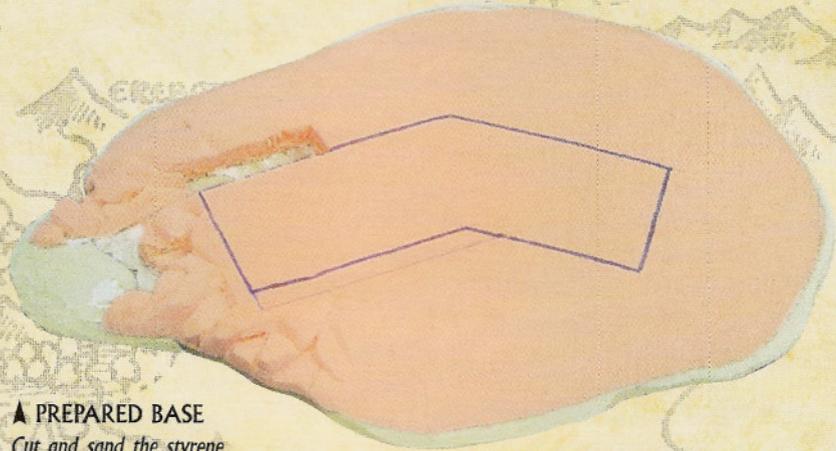
MODELLING PUTTY
THICK WOODEN DOWEL
THIN WOODEN DOWEL
STICKY TAPE
CARD & PLASTIC TUBES
BALSA WOOD ROD
MODELLING TWEEZERS
BARBECUE SKEWERS
THIN WIRE
CHAOS BLACK,
GRAVEYARD EARTH,

SCORCHED BROWN,
BESTIAL BROWN,
FORTRESS GREY,
TERRACOTTA,
CODEX GREY, BOLTGUN
METAL, TIN BITZ AND
CHAINMAIL
ACRYLIC PAINTS
COLOURED CHALK
WATER EFFECTS FLUID
BROWN INK
CLEAR ACETATE



1 Mill Base

The finished mill will be quite large. As such, it is a good idea to give it a sturdy base. Hardboard is a good material to use, as it is unlikely to warp once glue is applied. Cut a rough oval shape out of the hardboard that is about 61cm/24" long and 41cm/16" wide. Next, glue a layer of 2½cm/1" thick polystyrene sheet onto the top. On top of this, mark where you want the main mill building to go and then carve out the pit for the water wheel and the pool. Finally, sand away the edges to create a gentle slope around the rest of the model.



▲ **PREPARED BASE**
Cut and sand the styrene base into the desired shape.

2 Main Building

The walls of the mill are made from sheets of foam card. In order to give the mill a creepy, ramshackle appearance, keep the side walls low and the peak of the roof high on the ends. The angle of the end walls can be cut to give the roof a slight curve at this point. This will help when fitting the roof in the next step. Additional outbuildings can be attached around the main structure, adding to its overall rickety look.

◀ **BOX BUILDINGS**
The basic structure of the mill is made from boxes of various shapes.

3 Fitting the Roof

The roof is made from several sheets of thick card. Strips are cut into it as needed in order to account for the differences in height due to the outbuildings. Don't worry about any gaps that these strips create, as they will be covered in a later step. Because of the irregular shape of the roof, you may find fitting it easier if you allow it to overhang the edges slightly when attaching it. This can then be trimmed with a sharp knife once the glue is dry.



◀ **SLATTED ROOF**
The slats cut into the roof help give the model a ramshackle appearance.

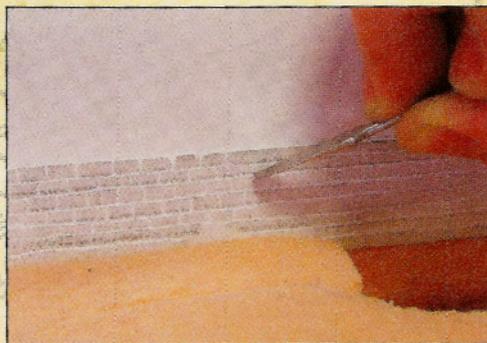
► **FINISHED SUPERSTRUCTURE**
Here you can see how the model will look once the superstructure has been assembled.





4 Wall Detail

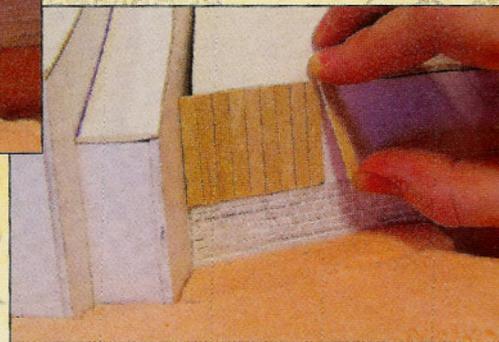
Once the main superstructure of the building and roof has been assembled, detail can be added to the outside walls. The final model will look as if it has been made mostly from wood with brick foundations and chimneys. To make the foundations, clad the lower half of the walls with plaster filler. After this is dry, use a knife to etch a pattern of small bricks into it. Next, use strips of balsa wood sheet to clad the upper half of the walls, while leaving gaps where you want any windows to go.



◀ **ETCHING BRICKS**
Small bricks can be etched into the plaster.

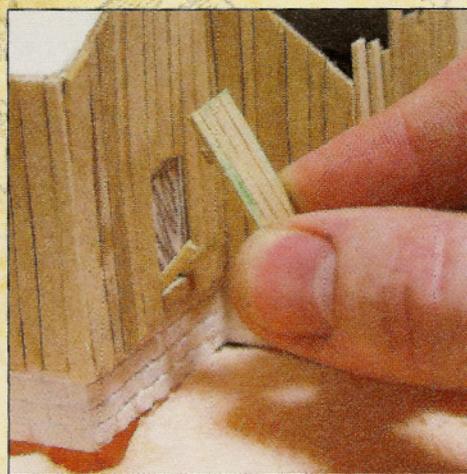
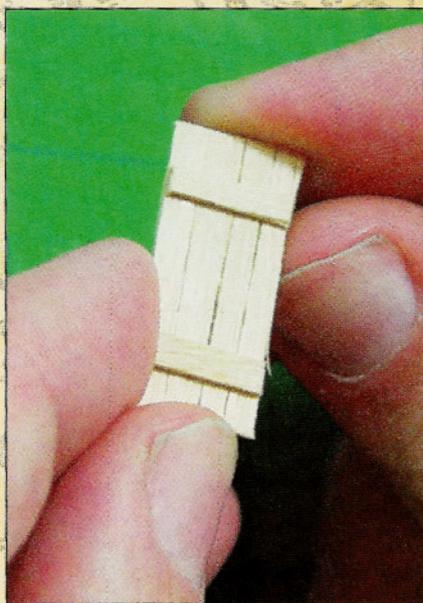
▶ **WOODEN PLANKS**

Strips of balsa wood are glued onto the mill's superstructure to represent the wooden planks that the rest of the building is made from.



◀ **WINDOW SHUTTERS**

A simple frame can be made out of balsa wood for the window shutters.



5 Shuttered Windows

To add to the unconventional appearance of the mill, the window shutters can be made differently to those you have created in other Modelling Workshops. Construct each to look like a flap that is pushed up to open, rather than sideways like a door. A small panel is made from strips of balsa wood just big enough to cover a window, which is then glued into place and propped open by two small pieces of cocktail stick.

◀ **ATTACHING WINDOWS**

Small wooden pegs can be used to keep the window's shutter open.

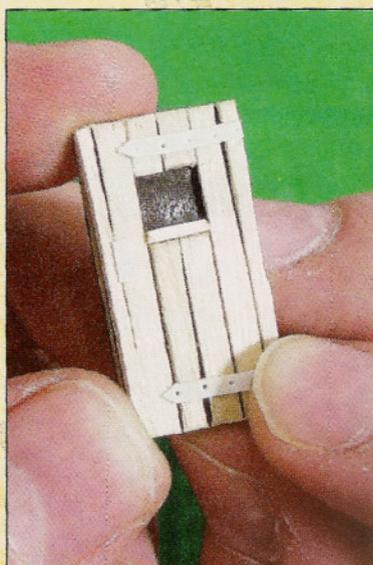


6 Doors

When making the doors for the mill, they can be made slightly smaller than normal to account for the Hobbits being small themselves. Build the doors out of a piece of card, clad with balsa wood. The details, such as hinges and handles, can be made from pieces of plastic card or modelling putty.

▶ **DETAILED DOOR**

The detail of the door can be made from thin strips of plastic card.



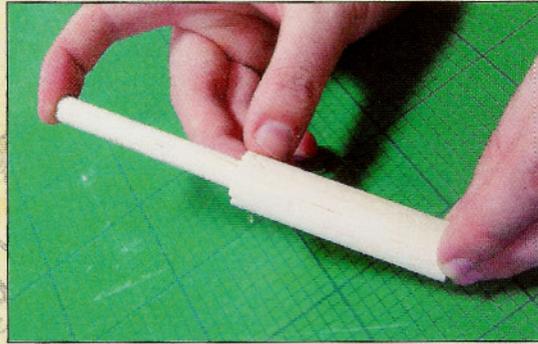
▲ **ASSEMBLING THE DOOR**

It is a good idea to make the doors separately from the main building and attach them afterwards.



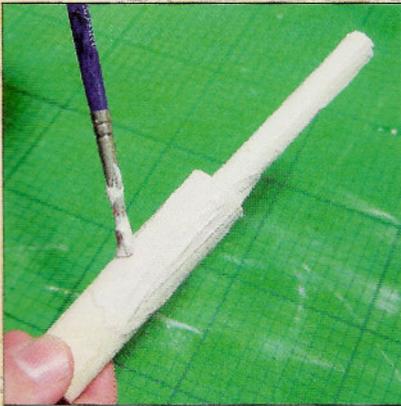
7 Basic Chimney

This model represents a mill that smelts metal for use in Sharkey's industry. As such, you will need to build the chimneys that would vent the excess smoke and heat away from the inside of the building. The core of each chimney is made from two pieces of wooden dowel. A thick piece of dowel is used for the lower half and a length of thin dowel is glued on top of that.



◀ BASIC SHAPE

The wooden dowels will form the core of the chimney.



▲ PLASTER LAYERS

Building up the plaster in layers will allow you to get the distinctive bottle-like look to the chimney.



▲ SCULPTING BRICKS

The brickwork is sculpted to match that on the mill's walls.

8 Chimney Detail

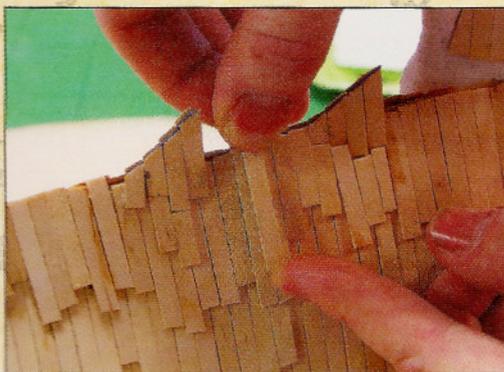
The distinctive bottle-like appearance of the chimney is built up by applying several layers of plaster filler over the top of the dowel. Start by mixing the filler to a thick consistency and then paint it over the dowels with an old brush. Keep applying layers, allowing each to dry, until you have a rough bottle shape. Next, sand away any rough edges and etch in the brickwork. Finally, they can be glued into place and plaster can be used to blend the chimney in with the rest of the wall.

'Since Sharkey came...they're always a-hammering and a-letting out a smoke.'

FARMER COTTON™

9 Roof Detail

Once the chimneys are in place, the roof can be detailed. Strips of balsa wood can be layered over the roof. Each layer can look rough and uneven in keeping with the model's overall appearance. The roof can be elaborated upon with the addition of a spiked ridge along the top.



▲ ROUGH WOOD

The balsa wood panels are glued on so that they form an uneven line on each level.



▲ MAIN BUILDING

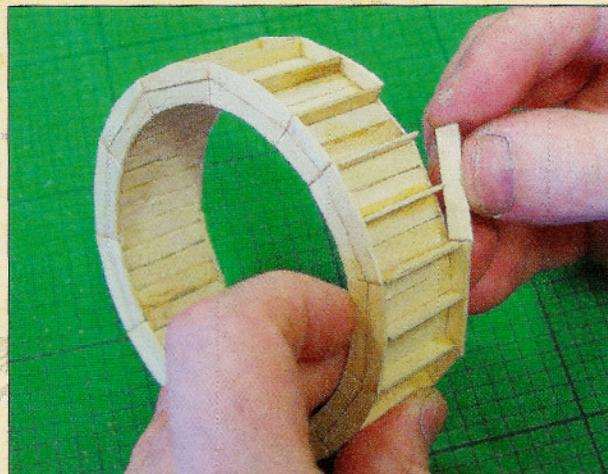
With the details of the walls and roof added, the model is beginning to come together.

The next step is to make the water wheel.

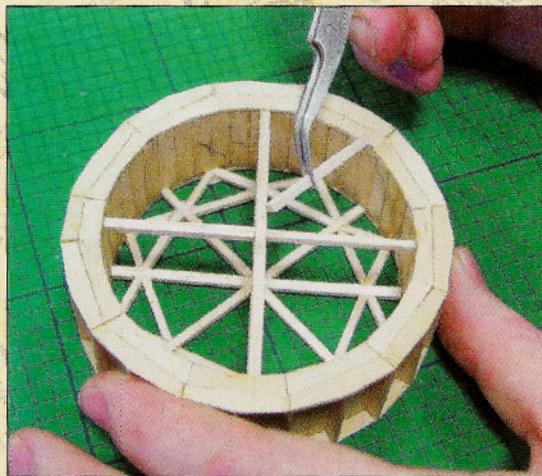


10 The Water Wheel

One of the main features of the mill is the water wheel that drives the machinery inside. This is built separately and attached to the wall later, so that it sinks into the pit that was made in Step 1. The frame for the wheel is made from one of the card tubes that runs around the inside of a roll of sticky tape. Short strips of balsa wood are used to clad the inner and outer surface. Additional strips are attached so that they protrude out, creating the divisions for the troughs. Finally, balsa wood is glued to the sides of the wheel, completing the troughs.



◀ MAKING TROUGHS
The balsa wood can be angled slightly to ensure a neat fit.

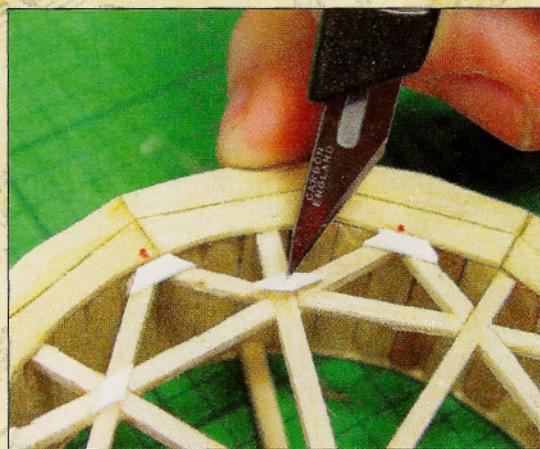


◀ WOODEN FRAME
You may find it easier manipulating the small pieces of balsa wood rod with a pair of modelling tweezers.

11 Detailing the Wheel

Once the troughs have been constructed, the wheel can be completed with the addition of supporting struts spanning the diameter of the gap. Thin rods of balsa wood are used first

to form a cross, and then to complete a latticework of support struts, as shown. Small pieces of plastic card can be glued where the balsa wood rods join to represent the metal battens holding it all in place. Finally, a hole is drilled through the centre, where the axle will go.

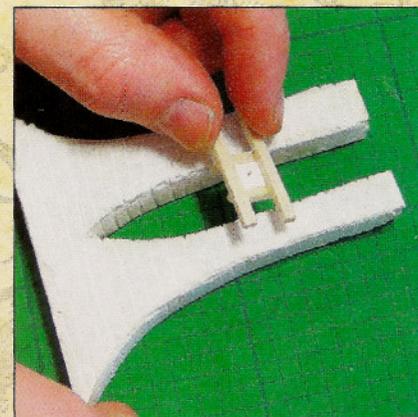


▶ DETAILED JOINS
It is a good idea to avoid using your fingers when gluing such small pieces.

12 The Wheel Mount

In order to attach the wheel to the mill, a mount needs to be made. One side of the wheel will attach to the mill itself, while the other will be held between two pillars. The pillars are made as one, on a double thickness of foam card, as shown. The pillars are clad in plaster filler and etched with brickwork. An axle box is made from plastic card and balsa wood. A hole is drilled for the axle and then it is attached between the pillars at an appropriate height.

▶ WHEEL MOUNTS
The bottoms of the pillars are flared, so that they look sturdy enough to support the wheel.

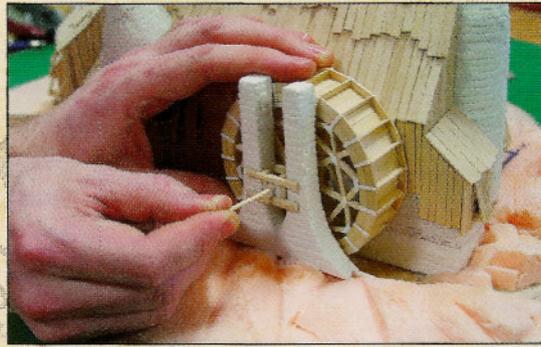


▲ AXLE BOX
The axle box needs to be sited high enough on the pillars so that the wheel is suspended.



13 Assembling the Wheel

Once the wheel and mount have been constructed, they need to be attached to the model. The mount is glued into place on the other side of the pit to the mill. When the glue is dry, a cocktail stick is pushed through and glued into place as an axle. It is important that the wheel is fixed in place and does not spin. This is so the Water Effects fluid can be added.

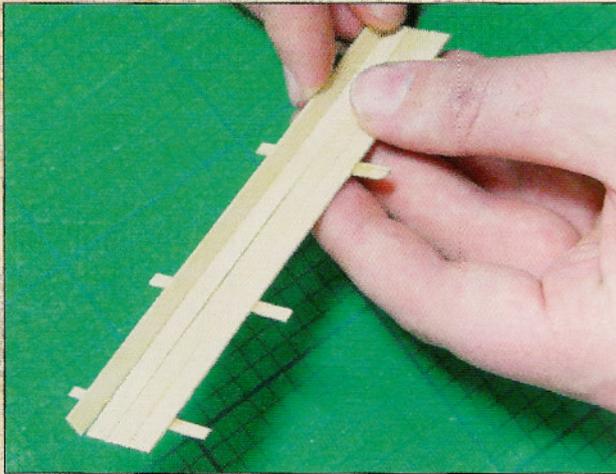


◀ PLACING THE AXLE

Remember to fix the wheel permanently in place when attaching the axle.

▶ WOODEN FLUME

The flumes are built from thin strips of balsa wood.

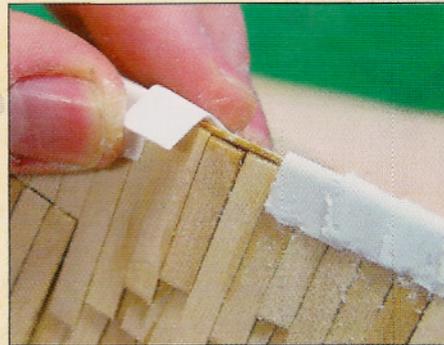


14 Water Flumes

As the mill has not been built along an existing river, water must be diverted to it to turn the wheel and power the bellows. A series of water flumes – or channels – are constructed to carry the water from its source to the mill. The flumes are made from long strips of balsa wood and are supported above the ground on a frame of barbecue skewers. Thin wire can be wrapped around the skewers to represent the rope that holds it all together. A series of freestanding flumes can also be built to extend the watercourse to the edge of your battlefield if you wish.

15 Extra Details

Once the main construction has been finished, extra details can be added to enhance the final look of the model. For example, small pieces of plastic card can be folded across the top of the roof, giving the impression of lead plating. Elaborate cowls can be built over the tops of the chimneys from barbecue skewers and plastic card. A pile of wooden debris can be built from balsa wood, along with a pile of metal for smelting, made from modelling putty, plastic card and plastic tubes. Finally, a grate can be built and placed in the pool to show where all the water drains to.



◀ LEAD PLATING

The roof can be embellished with plastic card to represent the lead plating protecting the roof's apex.

▶ INDUSTRIAL DEBRIS

Piles of debris can be made – one representing metal to be smelted and the other representing wood to be burned in the forge.



▲ READY FOR PAINTING

After the final details have been added and the base sanded, the model is ready to be undercoated and painted.

16 Painting the Model

To capture the dirty and unkempt appearance of the mill, it is a good idea to keep the colours muted and natural. After undercoating the whole model with Chaos Black, the roof is painted with a mix of Graveyard Earth and Chaos Black and then given a wash of watered down Chaos Black paint. Washes of Chaos Black mixed with other colours, such as Scorched Brown and Bestial Brown, are then applied in various places to create patches of subtle colour variation. Finally, the roof is given a light dry-brush of Fortress Grey. The panelling on the walls is painted in a similar way, only with lighter shades being used.

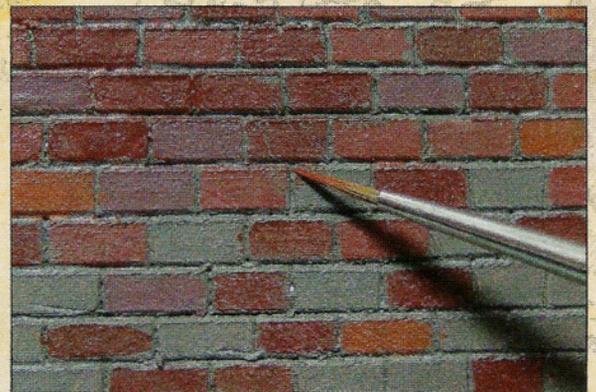
The brick walls are given a base colour of Graveyard Earth mixed with Chaos Black. Each brick is then painted individually with Terracotta. The Terracotta tone can be varied slightly in places by mixing it with other colours such as Codex Grey, Chaos Black, Bestial Brown and Scorched Brown. The metal parts of the model are painted with a mix of Boltgun Metal and Tin Bitz, before a rough dry-brush of Chainmail is applied over the top.



◀ DRAB ROOF
A dry-brush of Fortress Grey over the roof gives the wood a bleached, drab appearance.

► REALISTIC BRICKS

Bricks are rarely a uniform colour over an entire building, so it is a good idea to vary their colour in places.

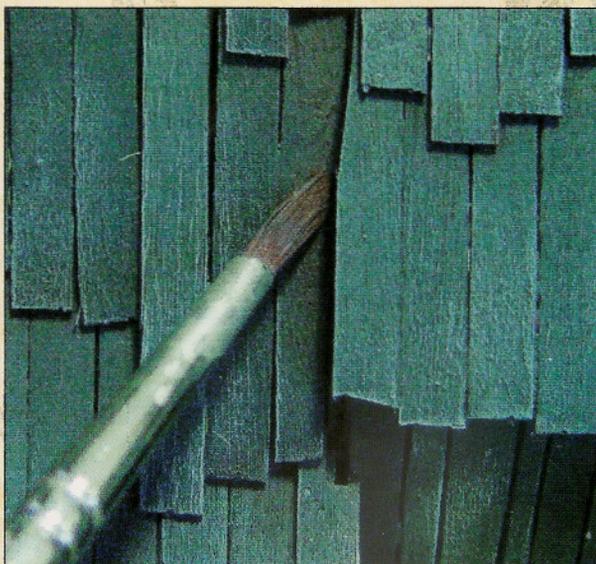


▲ CHALK POWDER

The chalk needs to be ground into a fine powder before it can be used.

17 Adding Weathering

If you want, an extra layer of weathering and shading can be added to the model using powdered pastel chalk. Pastel chalk is available from most art supplies stores. To use, first choose the colour you want, such as a dull brown, and then grind the chalk stick across a piece of sandpaper, creating a small pile of chalk dust. Next, take a large brush and load the bristles with the dust. Finally, dab the brush on the areas you want the shading to go, as if using the stippling technique.

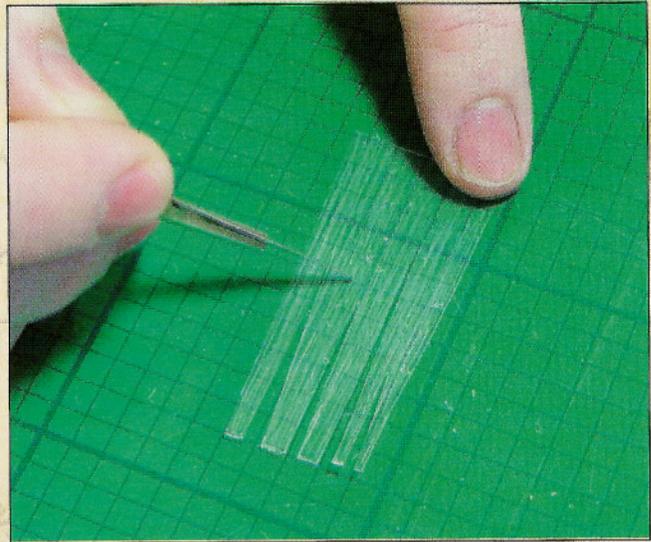


◀ SUBTLE SHADING
Using chalk like this is a great way to make the effects look subtle and natural.



18 Creating the Water

The water running along the flumes can be created with Games Workshop's Water Effects fluid. Apply this over the flumes, water wheel and pool. If you wish, the water can be coloured slightly by mixing in a small amount of Brown ink before application. Clear acetate can be used to create the effect of the water running over the edges and falling down. First, cut the acetate to the desired length and shape, and cut thin sections out toward the bottom. Next, score along the length of the acetate to give the impression of flowing water. Finally, attach the acetate in place.



▲ RUNNING WATER

The scores help give the impression that the water is moving.

◀ WATER FALL

It is a good idea to use the water effects to glue the acetate in place, as superglue may leave a white mark on the plastic as it dries.



◀ FINISHED MODEL

Once the base of the model has been painted and flocked, the mill is complete, ready to be used on your battlefield.



The Fellowship of The Ring

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