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THE LORD OF THE RINGS

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Concerning Hobbits™

The Hobbits of the Shire are the quietest and most peaceful of all the Free Peoples of Middle-earth. Their strength does not come from might of arms or wise knowledge but from loyalty, friendship and determination.

‘Hobbits really are amazing creatures!’

GANDALF THE GREY™

No one truly knows how long the peace-loving Hobbits have inhabited the Shire. In fact, the rest of Middle-earth is largely unaware that Hobbits even exist. Isolated from the troubles that plague the outside world, they remain content with tending their fields and planting their crops. Hobbits rarely leave the safe confines of the Shire – the furthest afield they normally travel is only to the town of Bree. For beyond these borders lie peril

and adventure, things no respectable Hobbit should ever have to get involved with. That was until Bilbo Baggins went off with Gandalf on his famous adventure involving the dragon. Since that day, he has been the talk of Hobbiton. It was on this adventure that Bilbo found The Ring. Though he didn't know it at the time, this was The One Ring of Sauron. When Gandalf revealed the true nature of the ring, Frodo and his friends fled the Shire and made for Rivendell, home of the Elves. Their quest took them through many dangers and the burden of The Ring grew constantly. Their quest was never closer to failing than when they were captured by Faramir and taken to Osgiliath. There the pull of The Ring became too much for Frodo and he almost revealed it to a Nazgûl. If it weren't for the timely intervention of Sam coming to his friend's aid, The Ring would have fallen into The Enemy's hands.

In this Pack of *Battle Games in Middle-earth*, we follow the exploits of these remarkable Hobbits. Over the page, we look at the adventures of Sam and Frodo and the battles they get involved in, followed by all the Characteristic Profiles of the Hobbits in Playing the Game. The Battle Game sees Sam leading Frodo through the sewers of Osgiliath, battling against Orcs to find safety. Painting Workshop shows you how to paint your Sam Gamgee model. Finally, Modelling Workshop explains how to create a set of Osgiliath sewers for use in your Battle Games.



▲ BRAVE SAM

Sam stays true to his friend through thick and thin.





Sam™ and Frodo's™ Journey

Frodo's quest to destroy The One Ring is a perilous undertaking. His steadfast companion throughout all three The Lord of the Rings films has been Sam. The two of them have seen many adventures — here are a few you can recreate in your Battle Games.

► KNIFE IN THE DARK

Ambushed at Weathertop, the Hobbits fight bravely, but are no match for the Nazgûl.



At Gandalf's urging, Frodo and Sam set off towards Bree, with the agents of Sauron scouring the Shire behind them. Heading across country, they bump into their long-time friends, Merry and Pippin. Learning of Frodo's peril, the two agree to help. That night, Ringwraiths ambush the Hobbits, intent on taking The Ring. In a desperate escape, the Hobbits evade the Nazgûl and arrive at Bree. To their dismay, Gandalf is not there. Left amongst strangers, they place their trust in a rough-looking Ranger called Strider. In a ruined watchtower in the wilds, the Halflings are cornered by five of the fearsome Ringwraiths. They bravely fight to save Frodo, but to no avail, as he is stabbed with a Morgul blade and lies near death until he receives Elvish medicine in Rivendell.



The Fall of Gandalf

After he survives a blow that would have felled a wild boar, Frodo and the rest of The Fellowship head for the bridge of Khazad-dûm. There, Frodo watches helplessly as the Balrog drags Gandalf into the abyss. The loss of their friend Gandalf fills the Hobbits with a deep sadness.



The Breaking of The Fellowship

At Amon Hen, the lure of The Ring proves too much for Boromir and he tries to take it from Frodo. Fearing that his quest will corrupt the rest of his friends, Frodo decides to continue alone. However, he cannot escape his most loyal and trusted companion, Sam.



The Quest Continues

Captured after a failed attempt to get The Ring, Gollum is forced by Frodo to show them the way into Mordor. At the Black Gate, they discover their way blocked and must find another route. On the journey, Sam's concern for Frodo grows with each passing day. He sees that the burden of The Ring increases the closer they get to Mordor. All the while, Gollum is ingratiating himself with Frodo, becoming ever more trusted and indispensable.



◀ THE BLACK GATE!
Frodo, Sam and Gollum find their way into Mordor blocked by an advancing Easterling army.



Captured by Gondor

Sam and Frodo are captured by the Rangers of Gondor and taken to their lair. There, Faramir discovers The Ring and decides to take the Hobbits to Minas Tirith. Dragged to the besieged city of Osgiliath, the two friends are helpless to resist. Amid the ruins of the city, a Nazgûl attacks and, in the panic and confusion, Frodo escapes. However, the power of The Ring has grown too strong, and Frodo almost reveals its presence to the Nazgûl. Sam's timely intervention saves Frodo and The Ring, while the Nazgûl is driven off by an arrow from Faramir. In the aftermath, Sam's impassioned speech prompts Faramir to release them.

◀ THEY'RE HERE
Frodo's quest nearly ends when a Wraith attacks in Osgiliath.

Back in the wilds of Ithilien, Gollum promises to show the Hobbits a secret way into Mordor. However, Gollum has plans of his own. He fools Frodo into distrusting Sam and a rift grows between the two friends. Eventually Frodo turns on Sam and sends him home. Without his faithful friend Sam to protect him, Gollum is able to trick Frodo into entering Shelob's lair. There, the giant Spider is able to bite Frodo, poisoning him. Sam, unable to abandon his friend, returns to find Frodo wounded and apparently dying. Distraught, Sam believes Frodo to be dead and grief fills his heart. Sam becomes the new Ringbearer, steeling himself against the dangers that wait within the borders of Mordor, and continues the quest to destroy The One Ring alone.

'The time will soon come when Hobbits will shape the fortunes of all.'

GALADRIEL™





Hobbits™ of the Shire™

Most Hobbits like nothing more than to drink fine ale, eat lots of food and smoke pipe weed all day long. Nevertheless, some among them surprise even the wise with their courage and bravery. Their Characteristic Profiles are presented here.



As evil forces spread throughout the land, warriors are needed to battle against them. Rohan and Gondor are full of heroes ready to take up arms against the enemy. However, none among the great and wise would ever have expected the fate of all Middle-earth to rest in the hands of a diminutive Hobbit. Indeed, so quiet and peaceful are these people that many do not even know they exist. Though they are no match for a trained warrior in combat, their bravery and loyalty cannot be faulted. This loyalty sees Sam, Merry and Pippin follow Frodo from the safety of the Shire and then join The Fellowship of The Ring. Here we give the Characteristic Profiles for all the Hobbits of The Fellowship.

◀ ESCAPING THE SHIRE

The Hobbits embark on their adventure, pursued at every turn.

Hobbit Special Rules

Resistant to Magic:

Hobbits are naturally resistant to the influences of magic and the will of others. If a Hobbit attempts to resist a magical power with his Will and fails to roll the required score, he can re-roll the dice. This gives a second chance of success, but note that only one re-roll is allowed – you cannot re-roll a re-roll.

Throw Stones:

If a Hobbit does not move at all, he can declare he's 'stooping for a stone' and, in the subsequent Shoot phase, he can throw the stone, provided that he is not engaged in combat. This attack has a range of 20cm/8" and a Strength of 1.

Armour and Shields:

Merry and Pippin have the option of wearing armour and shields after visiting Rohan and Gondor. If a Hobbit wears armour, his Defence value is increased by 1 point. A Hobbit also has his Defence value increased by 1 point if he carries a shield, and he can then use the Shielding rule.

► ARMoured HOBBIT

Pippin becomes a soldier of Gondor and is given a suit of armour.





Frodo Baggins (Points value: 65)

Frodo has undertaken the quest to carry The Ring to Mordor and cast it into the fires of Mount Doom, thus ending its power forever. Though Frodo is hardly as bold or fierce a warrior as many others in Middle-earth, he alone has the strength of character needed to succeed. For The Ring has a strong and evil will of its own. The Ring wants to be found!

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

Wargear:

Small Sword (hand weapon). The One Ring.

Options:

Sting 15 points
Mithril coat 25 points

Sting:

Sting is a magical blade that shines with a blue light when Orcs are near. When Frodo carries Sting, he adds +1 to his Strength characteristic, giving him a Strength value of 3.

Mithril Coat:

Mithril is a rare metal that is as light as a feather and as hard as dragon scales. The wearer's Defence value is increased by +3, in Frodo's case from Defence 3 to 6.



Samwise Gamgee (Points value: 30)

Sam is Frodo's stalwart companion and loyal friend – of all The Fellowship only Sam is unable to abandon Frodo to his lone journey to Mordor to destroy The Ring. Like his master, Sam comes to discover reserves of courage quite unexpected in a normally placid Hobbit. Faced with dangers unknown in the Shire, Sam bravely confronts and defeats the dark forces that threaten his master.

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

Wargear:

Small Sword (hand weapon).

Experienced:

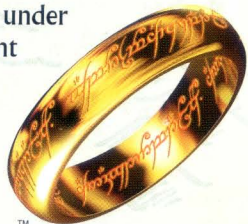
In any Battle Game set during *The Return of the King* movie, Sam costs 35 points and his Might and Will are each increased by 1 point.





The One Ring

The Ring is dangerous, fickle and corrupting. While wearing it, Frodo is susceptible to the will of the Dark Lord Sauron and may at any time fall under his power. To represent this struggle, use the following rules for Frodo and The Ring.



THE ONE RING



Wearing The Ring

- Frodo may put on The Ring at any time during his own Move phase and becomes instantly invisible to all except the Ringwraiths.
- While invisible, he may freely move through other models, and other models may move through him. However, he can neither charge nor be charged by enemies that cannot see him. Frodo can put on The Ring if he has already been charged, in which case he is immediately separated from all enemy models that cannot see him, and can move normally.



◀ QUICK ESCAPE

Frodo is charged by an Orc and quickly puts The Ring on. He is immediately removed from the combat and can move normally.

▲ INVISIBLE

Because he cannot be seen, Frodo is able to move through the Orc as if it were not there.

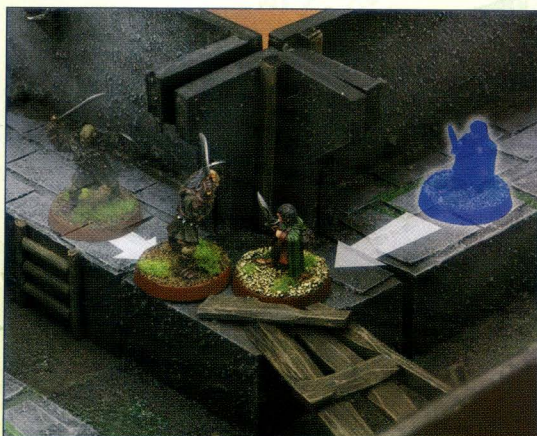
Controlling The Ring

- If The Ring was put on in an earlier turn, the Good player must roll a dice immediately before he moves Frodo (or even if he does not wish him to move). The roll is made on behalf of Frodo, so he may use his Might points to modify this dice roll if he wishes.

On a score of a 1 or 2, the Evil player moves Frodo instead of the Good player for this turn. On a roll of 3, 4, 5 or 6, the Good player moves Frodo as usual.

- All the Evil player can do is move Frodo during the Move phase. He cannot perform heroic actions but may charge Frodo into any models that can see him. He cannot force Frodo to perform any actions that would cause him direct harm (such as jumping from a cliff). The Evil player can force Frodo to try to take off The Ring following the 'Removing The Ring' rules.

- Regardless of who moves Frodo, he is still part of the Good side and all other actions such as shooting and fighting remain under the control of the Good player.



◀ LURE OF THE RING

The Evil side wins control of Frodo this turn, moves him close to the Orc and takes off The Ring. Since he is now visible, the Orc can charge him.

Removing The Ring

- After determining which side has control of Frodo's movement, the controlling player may take a Courage test to take off The Ring. This test can be taken at any point during Frodo's move and if the test is failed, Frodo must continue to wear The Ring until he has another chance to remove it.

If Frodo is the only model left on the Good side and he's wearing The Ring, he counts as a casualty – his mind has been taken over by The Ring's power. If the scenario depends on Frodo surviving, this is obviously very important!



Meriadoc Brandybuck (Points value: 10)



Meriadoc Brandybuck, commonly called Merry, is a young, hot-headed and meddlesome Hobbit, like his good friend Peregrin Took. It is by chance that Merry finds himself caught up in the quest to destroy The Ring. Although he has lived a peaceful and happy existence in the Shire, Merry shows a remarkable readiness to adapt to a life of excitement and discovery. However, like all Hobbits, he is less happy about the necessary culinary deprivations.

F	S	D	A	W	C	Move	M	W	F
3/3+	2	3	1	1	4	10cm/4"	0	0	2

Wargear:

Small Sword (hand weapon).

Experienced:

In any Battle Game set during *The Return of the King* movie, Merry costs 20 points and his Might and Will are both increased by 1 point. He may also be given armour and a shield at an additional cost of 5 points each.

Peregrin Took (Points value: 10)

Peregrin Took, usually known as Pippin, is the great friend and companion of the equally young and wild Meriadoc Brandybuck. By a chance encounter, they find themselves propelled from their rustic lives in the Shire into danger of the darkest and most terrible kind. Together, Merry and Pippin end up in a dangerous adventure – one that is destined to change them from innocents to heroes.

F	S	D	A	W	C	Move	M	W	F
3/3+	2	3	1	1	4	10cm/4"	0	0	2

Wargear:

Small Sword (hand weapon).

Experienced:

In any Battle Game set during *The Return of the King* movie, Pippin costs 20 points and his Might and Will are both increased by 1 point. He may also be given armour and a shield at an additional cost of 5 points each.





Escape from Osgiliath™

As Sam and Frodo begin to lose all hope of completing their vital quest, Faramir finally realises the importance of their mission and allows them to leave Osgiliath. However, finding a way out of the besieged city is harder than it sounds...



Trapped in Osgiliath with enemies on all sides, Sam and Frodo's plight seems hopeless. In this Pack, we look at how Sam and Frodo manage to escape the devastated city. This scenario explores what would have happened if Sam and Frodo had ventured beneath the city instead of through it. In order to cross the River Anduin, the two Hobbits are escorted into the vast maze-like sewers of Osgiliath by a handful of soldiers. However, with Orcs swarming through the city, even these ancient tunnels may not be safe...

◀ **OUT FROM THE SHADOWS**
Sam and Frodo are ambushed by vicious Orcs beneath Osgiliath.

THE COMBATANTS

For this Battle Game, the Good player will need metal models of Frodo and Sam, along with six of the plastic Warriors of Minas Tirith from Pack 23. Use the four Warriors with spears and two with swords. The Evil player will need 12 plastic Mordor Orcs, which were supplied with Pack 24.



► *The Warriors of Minas Tirith escort Frodo and Sam through the sewers.*



► *Frodo and Sam prepare to journey once more to Mordor.*



▲ *The Orcs of Mordor destroy all in their path.*



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo	3/3+	2 (3)	3 (6)	1	2	6	10cm/4"	3	3	3
Sam	3/3+	2	3	1	2	5	10cm/4"	1	1	2
Warrior of Minas Tirith	3/-	3	5 (6)	1	1	3	14cm/6"	-	-	-
Mordor Orc	3/-	3	4 (5)	1	1	2	14cm/6"	-	-	-

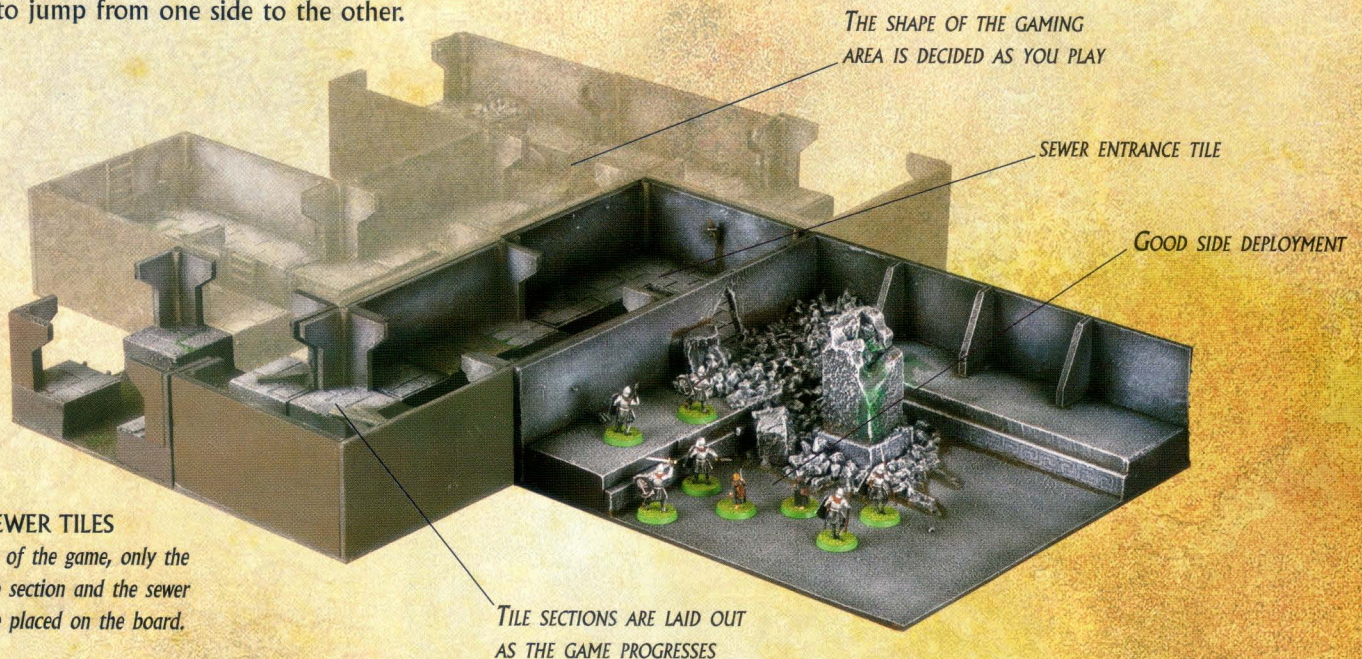
NB. Frodo's Strength and Defence values are increased by his Wargear. Full rules for Frodo, Sam and The One Ring can be found in this Pack's Playing the Game. Both the Warriors of Minas Tirith and the Orcs may carry shields, which increases their Defence values by +1 point.

The Gaming Area

The sewers beneath Osgiliath take the form of a network of tunnels. See this Pack's Modelling Workshop for details of how to construct the sewer system. We recommend that you have at least 5 straight tunnels, 2 corners, 2 T-junctions, a crossroads, an entrance and an exit. You will also need the ruined section of your Balin's Tomb model from Pack 21, as this will be the starting point of the game. The board is laid out as you go along, so all you will need to begin with is the section from the tomb and the sewer entrance. The slime-filled gutters in the sewers count as difficult terrain, although models can always attempt to jump from one side to the other.

Starting Positions

Frodo, Sam and the six Warriors of Minas Tirith begin the game anywhere on the ruined tomb section. This represents an ancient cellar beneath the city streets through which the Hobbits enter the sewers. The gap in the back wall leads into the tunnels. The Evil side does not have any models on the board to begin with, but instead places models throughout the game as described later. Roll for Priority in the first turn, as the darkness of the tunnels makes the Good side uncertain of what lies ahead.



► THE SEWER TILES

At the start of the game, only the ruined tomb section and the sewer entrance are placed on the board.

TILE SECTIONS ARE LAID OUT AS THE GAME PROGRESSES

Scenario Special Rules

Exploration

The board is laid out one tile section at a time. In order to reveal which section lies ahead, one of the Good models must explore it. To explore, the model must move to an edge of the current section and spend the remainder of the Move phase peering into the gloom. At the end of the Move phase, the next section is placed in the adjacent space. To determine which section should be placed, roll a dice and consult the Exploration Chart.

EXPLORATION CHART

Dice Roll	Section
1	Crossroads
2	T-junction
3	Corner
4+	Straight

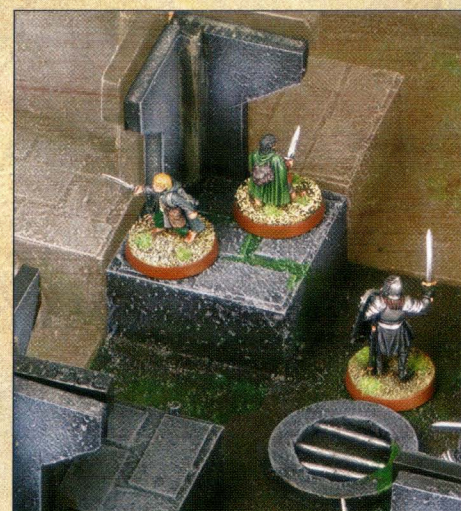


◀ EXPLORING THE TUNNELS

Sam moves to the edge of the board section and ends his move so he can explore.

▶ NO WAY OUT

Sam rolls a 3, discovering a corner up ahead.



▲ WHICH WAY?

Frodo and Sam each explore different exits from a crossroads.

*'Osgiliath burns.
Mordor has come.'*

MADRIL,
RANGER OF GONDOR™





► FINDING THE EXIT

As the eighth section is placed, the Good player only needs a 5+ on one dice to find the exit. If a 6 is rolled, the exit is laid out.



The Exit

The deeper into the tunnels the Hobbits venture, the more likely they are to find the exit. After the sixth section has been laid out, the Good player rolls a dice before rolling on the Exploration chart, to represent the chance of stumbling across the exit. If the exit is not found, then roll on the Exploration Chart as usual. The first time the Good player searches for the exit (on the seventh board section), a roll of 6 is required. The second time a 5 or more is needed. The third time he will need to roll a 4 or more, and so on. When a 1 or more is required, don't bother rolling – the exit is automatically discovered the next time you explore.

Placing Enemies

Whenever the Evil player wins priority, he may place some of his models on the board, representing the Orcs leaping out from the shadows to surprise the Good warriors. Roll a dice against the following chart to see how many Orcs appear, and place them onto any of the sections that are currently in play. Orcs may be placed no closer than 2cm/1" to a Good model and may not charge into combat on the same turn they are placed. Other than that, they may move and shoot as normal. There may never be more than 12 Orc models on the board at any one time, and the Evil player chooses whichever Mordor Orc models he wants from his collection.

ORC CHART

Dice Roll	Number of Orcs
1-2	1
3-4	2
5-6	3

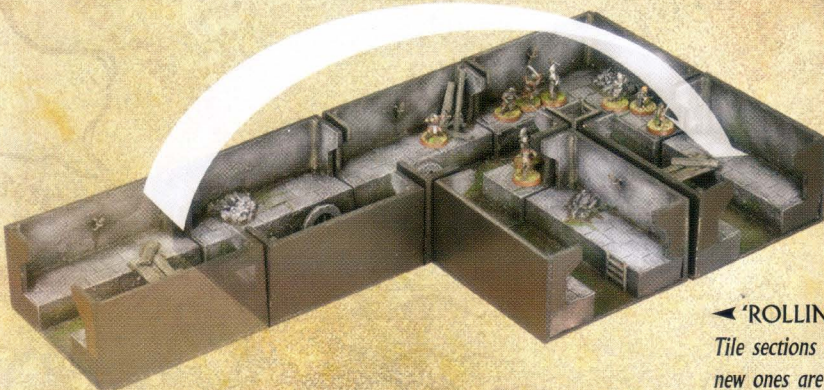
► EVIL PRIORITY

The Evil player rolls a 4 and places two Orcs onto the board to attack Sam and Frodo.



Recycling Scenery

To maximise the use of your tile sections, you can use the recycling or 'rolling' method. Each time you explore deeper into the tunnels, you can remove some of the sections from behind you, as they are unlikely to be used again. As a general rule, the only sections that should be in play are the ones that are adjacent to the sections you are currently on, as shown.



◀ 'ROLLING' SCENERY

Tile sections are removed as new ones are added.

WINNING THE GAME

- If Frodo reaches the exit and manages to move off the designated edge, the Good side wins.
- If Frodo is killed, the Evil side wins.

NB. If Frodo is wearing The Ring and he is the last Good model in play, then he counts as lost and the Evil side wins.



Samwise Gamgee™

Of all The Fellowship, Sam is perhaps the most underestimated. Without his companionship, Frodo would not have got very far. In this Painting Workshop, we show you how to paint this most courageous of Hobbits.



Sam is Frodo's ever-present companion. Whenever danger threatens, Sam is near, ready to protect. As such, it is rare to see Frodo on the battlefield without Sam being there, too. In this Painting Workshop, we show you how to paint your metal Sam model using all the skills and techniques you have learnt so far. We will also be introducing a new technique, called layering. This method uses a series of layers to gradually lighten the tone up to the final highlight. Layering is effective on large areas such as cloaks and on colours that are tricky to highlight or shade, such as black and white. We will also take a second look at your Frodo model and see which of the new techniques you have learnt since Pack 2 can be applied to that model.

◀ EVER-PRESENT DANGER

Frodo and Sam are in constant peril on their journey to Mordor.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
BLEACHED BONE
GOBLIN GREEN
SKULL WHITE
CODEX GREY
FORTRESS GREY
BESTIAL BROWN
BROWN INK

SCORCHED BROWN
VERMIN BROWN
DWARF FLESH
ELF FLESH
SNAKEBITE LEATHER
BOLTGUN METAL
MITHRIL SILVER
BLACK INK

Black and White

Some colours can be difficult to shade or highlight convincingly. Black and white are the two most common colours that may present a challenge. It is difficult to shade white without it looking too grey or to highlight black without having the same result. The layering technique used on Sam's cloak in this Painting Workshop can help to make changes in tone look more natural than simple grey edging alone would do.



Painting Your Miniatures

1 Sam's Shirt

Paint Bleached Bone onto Sam's shirt to form the base colour. Next, mix a little Goblin Green with Bleached Bone and dilute this to create a wash. Apply this wash over the shirt to create shading. When the wash is dry, a highlight of Skull White can be applied to the edges of the cloth. The buttons can be painted with dots of black paint. To define where the shirt overlaps, a thin black line can be painted into the crease. Use a very fine brush for this and keep your hand as steady as you can. You may find that slightly watering down the paint helps.



◀ Use a fine detail brush to paint in the fine line along the shirt.



▲ Sam at the end of Step 2, with his clothes painted.



▲ Apply Fortress Grey to the very edges of the coat.

2 Trousers and Coat

Sam's coat and trousers are grey in colour. Paint them both with a base colour of Codex Grey. Next, create a dark grey colour by mixing Codex Grey with Chaos Black. Turn this into a wash by adding water and then apply over the grey. After the wash has dried, reset the base colour with Codex Grey. Finally, the grey can be highlighted by painting Fortress Grey on the very edges of the coat and along all the creases. If the Fortress Grey highlights look too sharp, you can tone them down by mixing in some Codex Grey and reapplying. Finally, Sam's belt can be painted with Chaos Black.

RECAP

Because a wash will cause the base colour to darken, we need to 'reset' the original colour. This means painting the base colour again, while avoiding the crevices where the wash has settled. For more information on resetting base colours, refer to Pack 21's Painting Workshop.

3 Sam's Satchel

Bestial Brown is used as the base colour for the satchel. This is then shaded with a wash of diluted Brown ink. As an alternative, you could use watered-down Scorched Brown as the wash. Once the wash is dry, the raised creases on the satchel can be highlighted with Vermin Brown.



◀ Applying an ink wash and a highlight makes these details stand out.

▶ Your Sam model is now ready to have his face and hands painted.



4 Hobbit Flesh

Carefully paint all of Sam's skin with Dwarf Flesh. Don't forget to paint the feet on this model, too. Try to leave the area of the eyes black if you can or, alternatively, black dots can be painted in when the rest of the face is finished. Once you have an even coat of Dwarf Flesh, apply a wash of Brown ink to create the shading, being careful not to let any of the wash spill over onto an area you have already painted. Once the wash is dry, Dwarf Flesh can be repainted onto all the flat areas of skin. However, be careful to avoid painting into the creases where the wash has settled. Finally, Elf Flesh can be painted along the top of Sam's nose, cheeks, brow, chin, fingers and toes to create the highlights.



◀ Apply highlights to all the raised areas of the face.



▶ Small black dots can be painted into the eyes.

▶ Dry-brush the hair with Snakebite Leather.

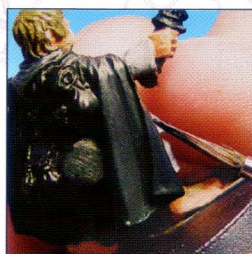


◀ The next step involves trying out a new technique.

6 Sam's Cloak

Sam's travelling cloak is black. In past Painting Workshops we have suggested highlighting black by simply painting a single line of Codex Grey onto the very edges. This is fine, but you may find that the jump from Chaos Black to Codex Grey is too dramatic. An alternative technique you can use is called layering. This involves painting a series of intermediate colours between the black and the grey so that the tones build gradually towards the final highlight.

To do this, first paint the whole cloak black. Next, mix Codex Grey with some Chaos Black, creating a slightly lighter colour. Paint this onto all the flat areas of the cloak, leaving the deepest recesses black. Mix some more Codex Grey in with the original black and grey mix until you have a colour that is roughly halfway between Chaos Black and Codex Grey in tone. Paint this along the edges of the cloak and on the raised areas of any creases. The lines you paint should be slightly broader than they would normally be if you were edging. Finally, Codex Grey can be applied as an edging to the cloak, forming the final highlight.



◀ The first, thick layer is a very dark grey mix.

▶ Add more Codex Grey to the mix for the second, thinner layer.

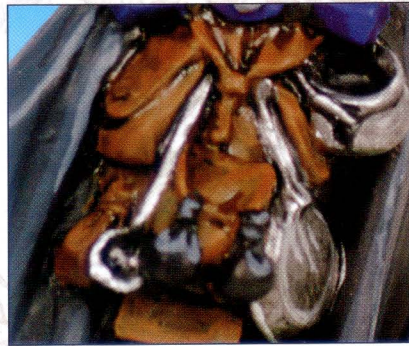


◀ The final highlight layer is pure Codex Grey applied to the very edges.



7 Backpack and Equipment

The backpack is painted in exactly the same way as the satchel shown earlier. The bedroll can be painted a dark blue or even black – just mix a little white in with the colour you choose and apply as a highlight. Finally, the pot, pan, spoon and sword are painted Boltgun Metal and then given a wash with either Black ink or watered-down black paint. When the wash is dry, the edges are painted with Mithril Silver.



◀ Sam's travelling equipment after edging with silver.

► Samwise Gamgee, finished and ready to use in your Battle Games.



Frodo Baggins™

Your painting skills have increased with every Pack of *Battle Games in Middle-earth* as you have learnt new techniques and acquired more paints. Here, we look at how some of these skills can be used to enhance the look of one of the first models you painted. Frodo was a challenge for you to paint when you received him in Pack 3, but, by your current standard, the painting techniques used were quite simple. Here are a few ideas for you to try out – you can even take these ideas and principles and apply them to some of your other earlier models.



▲ Your Frodo model, as painted in Pack 3's Painting Workshop.

- Apply a brown wash to the flesh and then highlight the edges of the nose, brow, cheeks, lips and chin with a pale flesh colour.



◀ Shading and a highlight will bring out the features of Frodo's face.

- Recreate the reddish-brown colour of Frodo's jacket and then lighten it a little by adding some Bleached Bone. Apply this new tone to all the edges and raised areas of the coat.



▲ Mix a lighter shade to highlight the edges of the jacket.

- A highlight can also be applied to the cloak. Mix the original colour, lighten it by adding Bleached Bone and then apply to all the raised areas.



◀ Pick out the folds of Frodo's cloak.

If you have more ideas on how to apply new techniques to earlier models, then have a go and experiment. Trying things out like this is a great way to learn and improve your painting.



▲ With these extra techniques applied, Frodo now matches your other recent models.



Osgiliath™ Sewers

While the grand cities of Gondor are famed for their architecture, the skill of the Men and Dwarves who built them extends below the streets as well. Osgiliath has a large network of sewer tunnels, stretching beneath the city like a labyrinth.



Gondor differs from other realms of Men in that its architecture is sturdier and more advanced. The cities of Gondor are large, impressive settlements with imposing stone buildings, ornate arches and pavilions. One sign of the advanced civilisation of Gondor is the sewer system beneath the largest towns and cities. Osgiliath has a network of sewer tunnels that reaches beneath it like a sprawling maze, and this Modelling Workshop looks at how to represent it for the 'Escape from Osgiliath' Battle Game. This terrain set can easily be used to represent underground lairs, dungeons and even the smaller tunnels in the Mines of Moria.

◀ AMBUSHED BY ORCS

Frodo and Sam run into trouble in the dark, dank sewers of Osgiliath.

YOU WILL NEED

CORK FLOOR TILES
CRAFT KNIFE OR RETRACTABLE
CARPET KNIFE AND STEEL RULER
FOAM CARD
COPING SAW
PINK FOAM OR 'STYRENE'
PVA GLUE
BALSA WOOD
MODELLING CLIPPERS
THIN CARD
SCISSORS
TEXTURED PAINT
SMALL STONES AND SAND

WOODEN BARBECUE SKEWERS
ALUMINIUM OR GARDEN WIRE
NEEDLE-NOSE PLIERS
COCKTAIL STICKS
CHAOS BLACK, CODEX GREY,
FORTRESS GREY, GREEN INK,
BROWN INK, GRAVEYARD EARTH,
KOMMANDO KHAKI AND BOLTGUN
METAL ACRYLIC PAINTS.

► This Modelling Workshop will use various items from your bits box.





1 The Bases

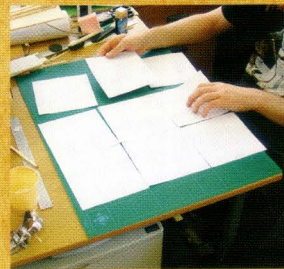
We are making the sewers in interchangeable sections, which means the bases all need to be the same size. 14cm/6" by 14cm/6" is an ideal size. We found that the easiest way to make bases of this size was to use cork floor tiles. These tiles are usually 30cm/12" square, so by dividing them into four equal parts, you will have four bases. Three floor tiles will provide you with all the bases you need. Cork tiles are quite tough to cut – you may require a heavy-duty blade such as a retractable carpet knife. Be very careful when using sharp blades like these – they should not be used by children.



◀ **HEAVY-DUTY CUTTING**
Be especially careful when cutting durable materials like cork tiles.

PLANNING THE SECTIONS

The sewer sections have a lot in common with Pack 21's Balin's Tomb, but on a smaller scale. To make the sewer suitable for this Pack's Battle Game, you will need to build 12 sections – five straights, two corners, two T-junctions, a crossroads, an entrance and an exit. In this guide, we show you how to make a straight section and provide you with lots of ideas on how to make the others. Just as in Pack 19's lake and Pack 21's Balin's Tomb, you may find it useful to make a rough paper plan, which you can use to see how all your sections will fit together.



◀ **PLANNING OUT THE MODEL**
A paper plan is especially useful for working out the different sections.

▶ **CUTTING THE FOAM CARD**
Use a steel ruler and a regular craft knife to cut the foam card.



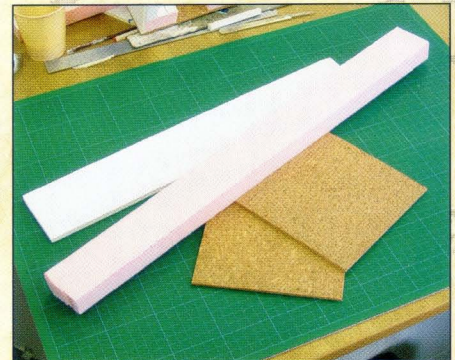
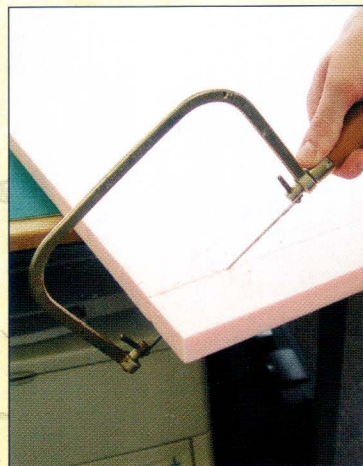
2 The Walls

The walls are made in exactly the same way as for Balin's Tomb in Pack 21. Cut the foam card into lengths of about 14cm/6", each about 7cm/3" wide. Test the walls against the bases without gluing them. You might have to trim the foam card down a little to get a good fit on the bases. The number of walls on each base depends on the type of section. For example, straight sections and corner sections have two walls, but T-junctions have only one.

3 The Walkways

The walkways are made of styrene and are roughly 5cm/2" wide. Use a coping saw to cut the styrene to the desired size. The walkways need to meet up neatly with the edges of the base so that, once assembled, the sections match together. Again, the type of section dictates the exact dimensions of the walkways. For the straight section, you will need two walkways, each measuring 14cm/6" long, running parallel to each other.

▶ **SAWING THE STYRENE**
Try to get a straight cut, as this will help you later.



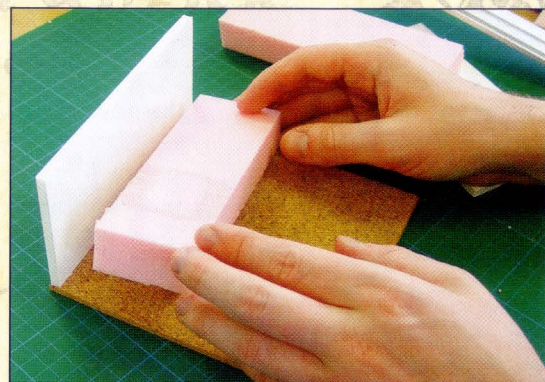
▲ **RAW MATERIALS**
Your components, ready for assembly.



4 Assembling the Sections

Just as with Balin's Tomb, it's easier to stick each section together after cutting out all the pieces than trying to do it as you go along. This is because the styrene and wall sections brace against each other for extra strength. For the straight sections, simply stick the walls to opposite edges with PVA and then glue the walkways inside, butted up to the walls. This leaves a gutter in the middle. It will save time if you cut out the parts for several sections at once and assemble them all at the same time.

Below are some examples of the different sections you can make. Notice how the styrene and foam card fit together. The crossroads is unusual in that it doesn't have any walls at all. This makes it the easiest section to create.



▲ ASSEMBLING THE SEWERS

Use PVA glue to stick the components together.



CORNER



CROSSROADS



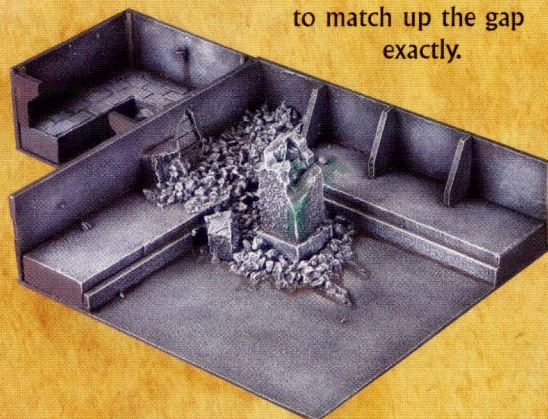
ENTRANCE

▲ VARIOUS SEWER SECTIONS

Here are some examples of the different sections you will need.

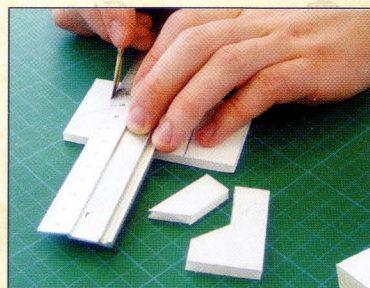
THE ENTRANCE AND EXIT

These two sections are a little different from the others. They are essentially U-shaped, with three enclosing walkways. However, the entrance should have a gap in one side wall so that it links to the Balin's Tomb model, as shown. We used the archway technique, described in Step 5, to suggest a wall rather than try to match up the gap exactly.



5 Making the Arches

Where two sections are going to join, we decided to place rough 'arches' to give an impression of the crumbling Gondorian architecture. The arches don't need to be complete or meet up in the middle. In fact, a simple, angular shape made of foam card, like the one shown, is fine. The arches also help to brace the sections by giving extra strength to the walls.

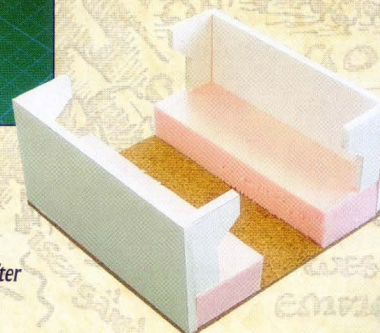


◀ FOAM CARD ARCH

Cut out an angular arch with a craft knife.

▶ ASSEMBLED

The straight section after adding the arches.



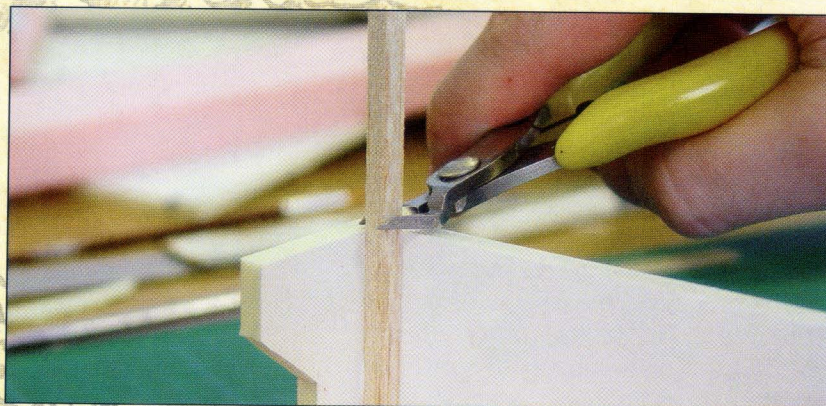


6 Support Struts

To make the walls even stronger and to add a little detail to them, try gluing balsa wood struts into all the corners. Use the weathering techniques from Pack 13's Modelling Workshop to make the struts more realistic. Once they're glued into place, use a sharp pair of modelling clippers to snip off any excess wood.

► TIDYING THE STRUTS

Snip off any excess wood to get a neat finish.



◀ PAVING STONES

Adding card paving stones creates an extra level of detail.



► THE RUBBLE

Use stones, sand and even bits of old sprue to create effective rubble.

7 Stonework and Rubble

The stonework along the top edges of the walkways is made from thin card. Cereal packet card is ideal for this. Cut out lots of small card rectangles with a pair of scissors. Use PVA glue to stick them down to represent paving stones.

Some of your sewer sections will benefit from small patches of rubble. Simply pour a small 'blob' of PVA onto the walkway or gutter where you want it, then sprinkle on some small stones and sand. Once dry, shake off any excess.

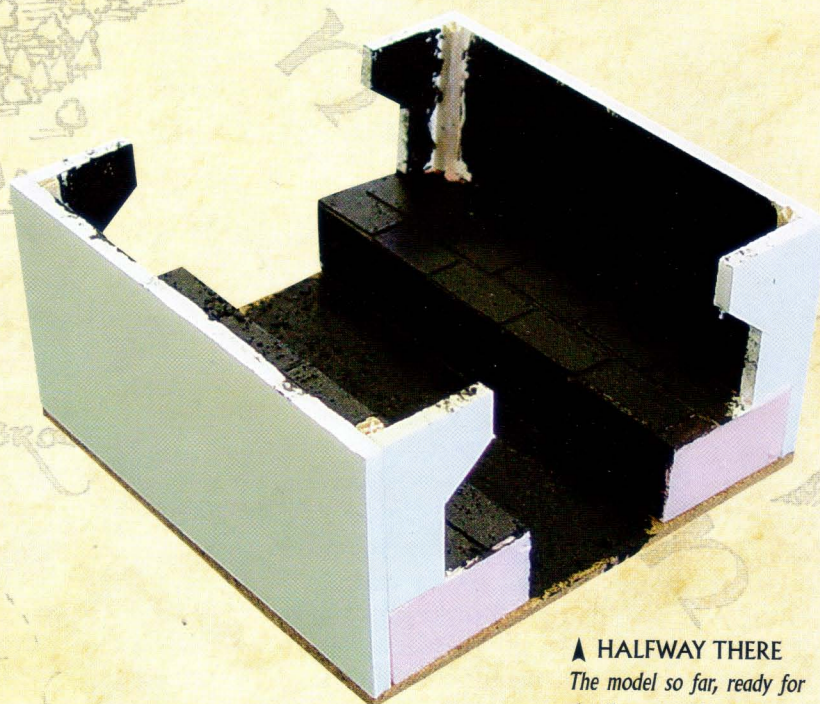
8 Texturing the Model

The fastest and easiest way to texture the model is to give it a coat of textured paint. If your textured paint is black, it will save time later when you come to paint the sewers. It is up to you whether or not you give the outer walls a coat of textured paint, but if not, they will need to be painted black later.



▲ TEXTURED PAINT

A liberal coat of texture will pay dividends when you paint the model later.



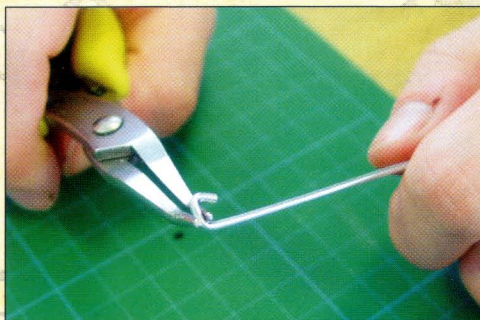
▲ HALFWAY THERE

The model so far, ready for details to be added.

Detailing the Model

1 Torches

Optional details to include on your sewer sections are torches, attached to the walls by sconces. For each torch, you will need a section of a wooden barbecue skewer, about 2cm/1" long. The pointed ends are best for this. The sconces are made from small pieces of wire, also about 2cm/1" long. We used aluminium wire from a model shop, but garden wire is fine. Use a pair of needle-nose pliers to bend one end of the wire into a loop. Next, use a spare skewer to push a small hole into the wall of the sewer – the middle of a long wall section is a good place. Stick the wire sconce into the hole in the wall with PVA and then glue the wooden torch into the loop.

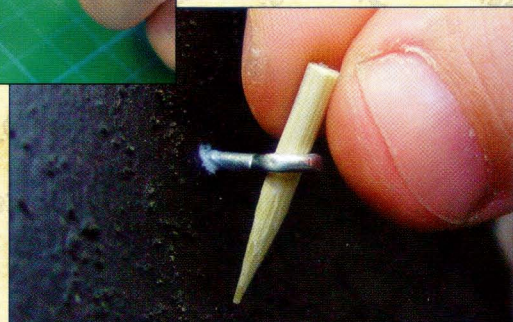


◀ BENDING THE WIRE

Use a pair of pliers to bend the wire into a small loop.

▶ ASSEMBLING THE TORCH

Glue the wooden torch into place in the sconce.



▶ WOODEN LADDER

The ladder is made from small pieces of barbecue skewer.

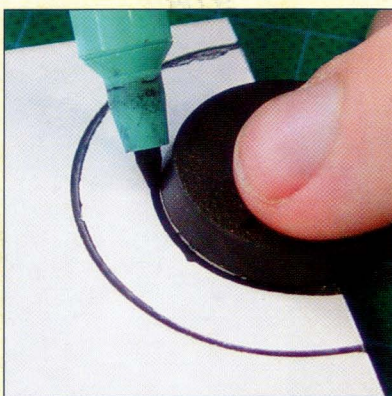


2 Ladders

Ladders are the simplest detail to make. Aim to have a ladder on at least a third of the sections to use during your Battle Games. Cut two equal lengths of barbecue skewer that reach from the floor of the sewer section to the top of the walkway. Use clippers or a craft knife to cut out two or three rungs, each about 2cm/1" long. Assemble the ladder against the side of the walkway as shown. The exit section has a longer ladder against the back wall.

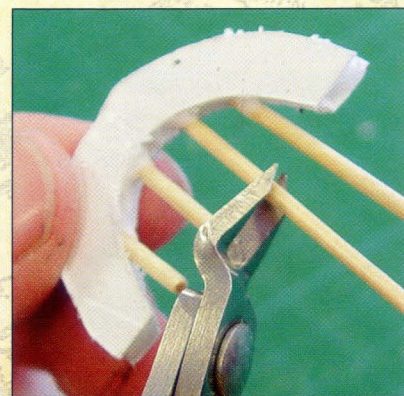
3 Water Inlets

Inlets, or culverts, add real character to your sewer sections and are simple to make. Take an off-cut of foam card and draw a small arch on it. You can use a spare cavalry base for the outer curve and a normal small round base for the inner curve if you have them handy. Cut the arch out with a sharp craft knife. Next, push cocktail sticks into the inner foam surface of the arch, using PVA glue to secure them. These form the bars of the culvert. Trim the cocktail sticks with a pair of clippers and stick the whole arch to the walkway of one of your sections. Include as many inlets as you like.



▲ ROUND BASE TEMPLATE

Use different-sized model bases to mark out perfect semicircles for your inlet.



▲ TRIMMING THE BARS

Tidy up the inlet by trimming the cocktail sticks with a pair of clippers.



4 Platforms and Bridges

In the old, crumbling sewer, there may be areas where wooden support beams have fallen down to provide precarious bridges across the walkways. To represent these, simply glue small pieces of balsa wood across the gutters, stretching from one walkway to the other.

Platforms are slightly more involved. Here we have integrated the platform into the walkway by making a large gap in the styrene walkway. This was first bridged by a balsa wood platform with planks scored into it, then supported by a small wooden crossbeam. The techniques are very similar to those used in Pack 20's mine workings. Experiment with the different combinations.



◀ **WOODEN BRIDGE**
The balsa wood strips span the gap to make a walkway.



▶ **INTEGRATED PLATFORM**
A wooden platform like this can make quite a unique section.

Painting Your Model

1 Sewer Sections

The sewer sections look best when painted in dark, stone colours. We used exactly the same techniques as for Balin's Tomb. Start by undercoating the entire model Chaos Black, then dry-brush all the textured areas with Codex Grey, followed by Fortress Grey. Once this is dry, paint thin layers of Brown and Green ink into all the recesses to represent dirt and moss.

No sewer would be complete without a liberal dose of slime! Mix a little Green and Brown ink into PVA glue and paint it in patches into the gutters of the sewer sections. Use several thin coats instead of thick blobs to ensure that it dries clear.



2 Wood and Metal Areas

The wooden areas, including the torches, are first dry-brushed with Graveyard Earth, then again with Kommando Khaki. Paint any metal areas such as the bars of the inlets and the torch sconces in Boltgun Metal.



◀ **ADDING SLIME**
PVA glue, Brown and Green inks combine to make the disgusting sludge effect.

▲ **READY TO EXPLORE**
A finished and painted sewer section, for use in the Battle Game.

IN YOUR NEXT GAMING PACK...

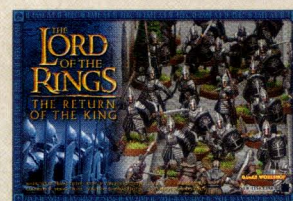
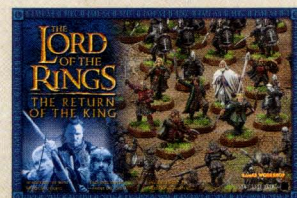
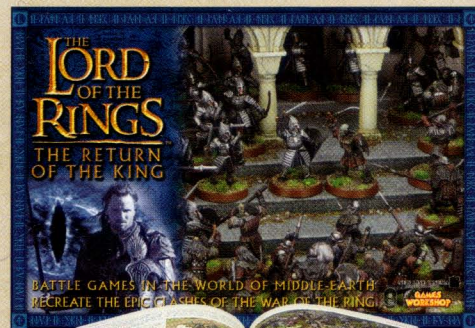
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