

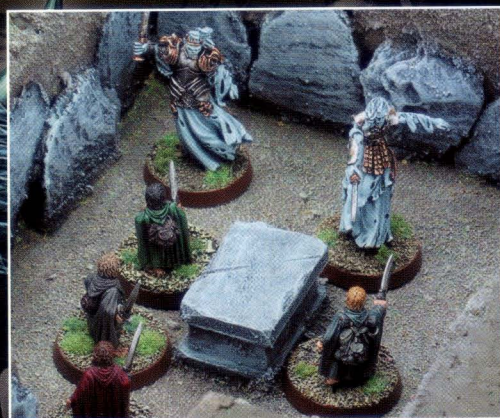
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Presenting rules for the Barrow-wights, Tom Bombadil and Goldberry, along with scenario ideas for Battle Games set in the Old Forest and the Barrow-downs.

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Tom Bombadil™

Tom Bombadil is a mysterious character, who rescues the Hobbits from the Barrow-wights. Tom takes the form of a plump, jovial man, but his power is absolute – even The Ring has no influence upon him.

The Hobbits first encountered the peculiar Tom Bombadil in the Old Forest, after Merry and Pippin were trapped by Old Man Willow, a malevolent tree. Having rescued the unfortunate pair, Tom invited the Hobbits to stay with him and his companion, Goldberry, the mysterious River-daughter. After a few days spent in contentment and song, the Hobbits bade Tom and Goldberry farewell, and set out over the Barrow-downs, towards Bree. Through ill chance, the Hobbits became separated on the mist-soaked downs and fell prey to the evil Barrow-wights. Luckily, Tom came to their rescue a second time and the Hobbits were able to continue their quest.

*‘He is the
Master of wood,
water and hill.’*

GOLDBERRY™

Despite having the appearance of a small, capering old man, Tom Bombadil can exercise immense power over other creatures, and even rocks and plants must obey his will. Tom further displayed his power by effortlessly resisting The Ring’s lure, and even its power to make the wearer invisible had no effect on him. The only limitation to his powers seems to be a reluctance to leave his ‘country’, the Old Forest and the Barrow-downs.

In this Pack’s Playing the Game, we present the rules for using Tom Bombadil, Goldberry and the Barrow-wights in your games. In the Battle Game, Tom Bombadil comes to the Hobbits’ rescue, when they encounter the evil Barrow-wights. The Painting Workshop shows you how to paint the Tom Bombadil model supplied with this Pack, while finally, in the Modelling Workshop, we look at how to create your own Barrows, for use in the Battle Game.



▲ TOM AND GOLDBERRY

This mysterious couple live together in a cottage between the Barrow-downs and the Old Forest.





The Barrow-downs™

Named after the many mound tombs that litter the region, the Barrow-downs are home not only to the evil Barrow-wights, but also the enigmatic Tom Bombadil, who lives between the Downs and the Old Forest.



▲ ANCIENT EVIL

Two Barrow-wights attack Tom Bombadil on his travels through the Old Forest.

Separating the Old Forest from the town of Bree are the dreaded Barrow-downs. Once home to many belligerent, petty kingdoms, years of conflict scoured the region, leaving only a handful of scattered ruins and the tombs of forgotten kings. The Barrow-downs have long been known as a place of brooding evil, but they were not always so. For centuries, the barrows remained undisturbed, until the Last Alliance of Elves and Men drove the Dark Lord back to Mordor. From the newly created kingdom of Angmar, the Witch-king sent evil spirits to the Barrow-downs, to inhabit the entombed bodies of the ancient kings, causing them to rise once more. Although the Witch-king was defeated, the Barrow-wights remained, preying upon travellers who cross the Barrow-downs.

On the borders of the Barrow-downs, however, there is a haven of good – the house of Tom Bombadil, where the jovial Master lives with his fair companion, Goldberry. In this Pack, we introduce the full rules and points values for using Tom, Goldberry and the Barrow-wights in your Battle Games.

Barrow-wight (Points value: 50)



Barrow-wights are the remains of long-dead kings from ancient times, animated and imbued with a cruel malevolence by evil spirits, which were sent by the Witch-king in ages past. Although Tom Bombadil destroyed one of their number, the Barrow-downs are strewn with tombs, each home to another Barrow-wight.

F	S	D	A	W	C	Move	M	W	F
3/-	2	7	1	1	6	14cm/6"	0	5	0

Wargear:
Sword (hand weapon)

Special Rules:
Terror

Magic Powers:
Paralyse



Terrifying

Barrow-wights are evil and malevolent supernatural creatures that cause Terror, as described in Pack 10.



▲ TERROR

Because Barrow-wights are Terrifying, the Hobbits each need to pass a Courage test before they can charge one.

Paralyse

Range: 14cm / 6"

Dice score to use: 4+

When this spell is cast, a deathly chill grips the target, robbing him of all warmth and movement. Frozen in place, the victim is powerless in the face of the enemy. The victim of this spell is paralysed and is placed on its side – unable to do anything until it recovers. If engaged in combat, the victim rolls no dice, automatically losing the Fight if no other friendly models are involved. Furthermore, the model counts as being trapped.

At the end of each Fight phase, roll a dice for each model that is paralysed to see if it recovers. On the roll of a 6, that model immediately stands up. Friendly models that spend a Fight phase in contact with a paralysed model, without doing anything else, can attempt to revive it. At the end of the phase, they roll a dice and, if they score a 6, the victim recovers as described above. Note that Heroes may use Might to modify this roll.



◀ PARALYSED

Sam fails to resist the Barrow-wight's Paralyse spell and so may do nothing until he recovers.

► REVIVED

Although Sam fails to recover from the Paralyse spell on his own, Frodo succeeds in reviving his friend.





Tom Bombadil™ & Goldberry™

On the border of the Barrow-downs is the house of Tom Bombadil, which the eccentric Tom shares with his companion Goldberry. Full rules for using the mysterious pair in your Battle Games are presented here.

Tom Bombadil (Points value: 80)



Tom Bombadil is a mysterious being who lives in a cottage between the Old Forest and the Barrow-downs. Although he appears to be a plump, jovial little man, full of song and merriment, beneath his innocent exterior is a being of phenomenal power, able to command ancient living creatures and banish vile evil with just a merry song.

F	S	D	A	W	C	Move	M	W	F
?	?	?	?	?	?	14cm/6"	?	?	?

Wargear:

Tom does not carry any wargear.

Special Rules:

Tom is Master
Tom's Country
Mysterious

Magic Powers:

Refreshing Song

Tom is Master

- Tom's movement is never affected by difficult terrain, and he may always move his full allowance. In addition, he always counts as having rolled a 6 for any Jump or Climb tests he makes.
- Tom can never be harmed in any way.
- Tom is immune to the effects of all hostile magic and spells.
- Evil models can never charge Tom, or move through his control zone.
- Tom can charge enemy models normally, and his side will always win any fight he is involved in, pushing enemy models back as usual. However, neither Tom nor any other Good model involved in the same fight will strike any blows.
- Tom and any Good models within 14cm/6" of him automatically pass all Courage tests.

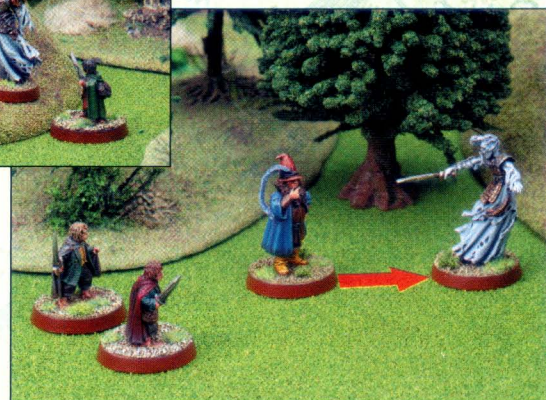


NEVER SLOWED

Tom automatically passes his Jump test as though he had rolled a 6, allowing him to continue his move to rescue Frodo.

HE IS MASTER

Tom automatically wins the combat, pushing the Barrow-wight back, but no damage is inflicted.



Tom's Country

Tom can only be used in scenarios that take place in the Old Forest or the Barrow-downs.

Mysterious

Tom does not have a profile – his *Tom is Master* special rule overrides the usual procedure for combat.



Goldberry (Points value: 70)

Goldberry, the River-daughter, is the companion of Tom Bombadil, and shares many of his mysterious qualities. Equally fond of songs and merriment, Goldberry has the power to restore her companions, just as Tom does.

F S D A W C Move M W F
? ? ? ? ? ? 14cm/6" ? ? ?

Wargear:

Goldberry does not carry any wargear.

Special Rules:

Mysterious
River Daughter
Inseparable

Magic Powers:

Refreshing Song



River-daughter

- Goldberry can never be harmed in any way.
- Goldberry is immune to the effects of all hostile magic and spells.
- No Evil models can ever move into Goldberry's control zone.
- Goldberry will never enter an Evil model's control zone and so is never involved in combat.
- Goldberry and any Good models within 14cm/6" of her automatically pass all Courage tests.

Mysterious

Goldberry does not have a profile like other warriors – her *River-daughter* special rule supersedes the usual rules.

Inseparable

Goldberry cannot be used in any Battle Game that does not also include Tom Bombadil.

► RIVER-DAUGHTER

The Hobbits stay close to Goldberry, making them immune to the Barrow-wight's Terrifying ability.



Refreshing Song

Range: Any friendly model within 28cm/12"

Dice score to use: Automatic, and costs no Will to use.

This spell rejuvenates the target, restoring its body and mind through a simple act of will and a merry song.

- This spell instantly restores a targeted model to the condition it was in at the start of the game, restoring all lost Wounds as well as any expended Might, Will and Fate points.
- Additionally, any hostile spells affecting the target model will be removed.



▲ THE VOICE OF TOM

Tom Bombadil sings one of his merry songs to Frodo, freeing him from the Barrow-wight's Paralyze spell.



Fog on the Downs

As the Hobbits set off across the Barrow-downs, they find themselves surrounded by a thick, eerie fog. Unknown to the travellers, this heavy mist has been conjured by the terrible Barrow-wights, who now hunt them through its shadowy coils.



Frodo and his fellow Hobbits have enjoyed a much-needed rest from their quest, in the company of the mysterious Tom Bombadil and his enigmatic companion, Goldberry. However, they must continue their important journey and take The Ring to Bree and their meeting with Gandalf. Setting out across the Barrow-downs, they leave the Old Forest and make for the town. However, they have not travelled far before a fearful fog descends on the party, cloaking the land in a blanket of white and grey. As they try not to lose their way in the impenetrable mist, the Hobbits suddenly realise that they are being hunted...

In this Battle Game, Frodo, Sam, Merry and Pippin must try and escape across the Barrow-downs, while being hunted by the dreaded Barrow-wights. Their only hope is that they can call forth Tom Bombadil to come to their aid – but will he be in time to answer their cries for help?

◀ TERRIFYING ENCOUNTER

The Barrow-wights materialise out of the mists to attack the Hobbits.

THE COMBATANTS

Combatants

In this Battle Game, the Good player will need the Frodo, Sam, Merry and Pippin miniatures provided in Packs 3, 25 and 32 respectively. He will also require the Tom Bombadil miniature included with this Pack. The Evil player will need the four card figure Barrow-wights also included with this Pack.



▲ MASTER OF THE WOOD

Tom Bombadil's abilities are as powerful as they are mysterious.



▲ ANCIENT SPIRITS OF EVIL

The Barrow-wights are evil spirits filled with malice and hatred toward the living.



BASE PROFILES

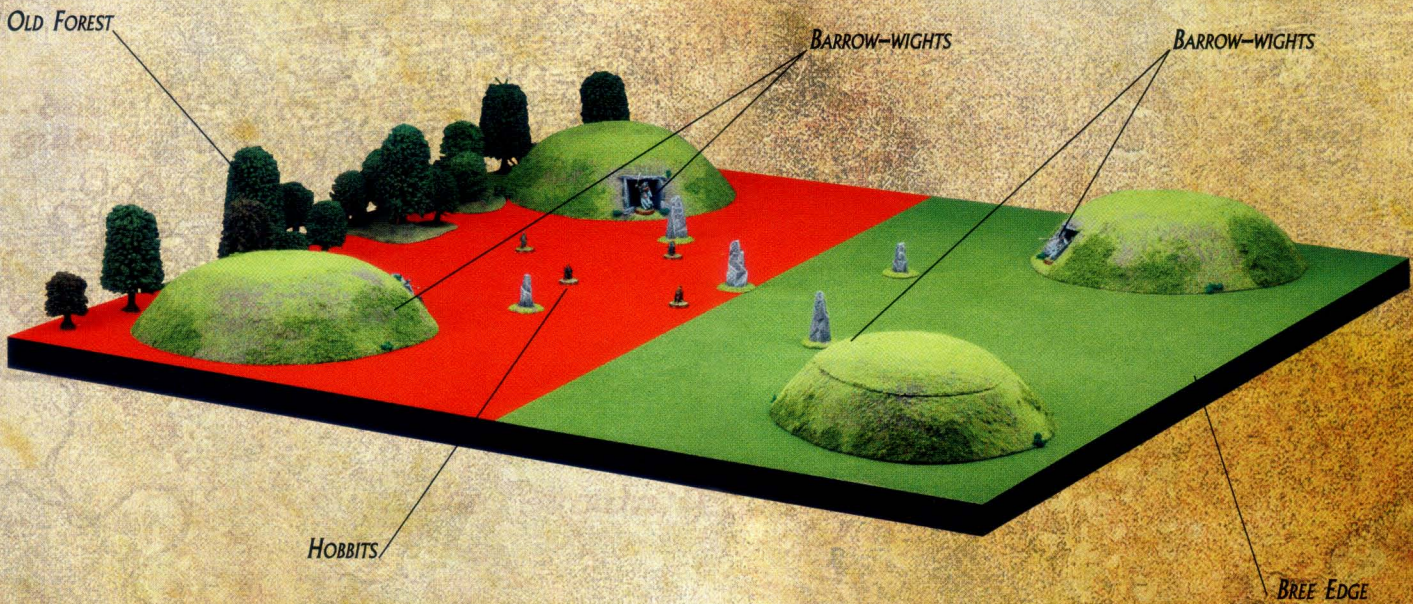
							Move			
Frodo	3/3+	2	3	1	2	6	10cm/4"	3	3	3
Sam	3/3+	2	3	1	2	5	10cm/4"	1	1	2
Pippin	3/3+	2	3	1	1	4	10cm/4"	0	0	2
Merry	3/3+	2	3	1	1	4	10cm/4"	0	0	2
Tom Bombadil	?	?	?	?	?	?	14cm/6"	?	?	?
Barrow-wight	3/-	2	7	1	1	6	14cm/6"	0	5	0

The Gaming Area

This Battle Game is played on a 120cm/4'x120cm/4' board. Place one of the barrows from this Pack's Modelling Workshop in each of the four corners of the board, roughly 14cm/6" from the edge. The Good player can then nominate a board edge to be the Old Forest. Place some trees along this edge no further than 14cm/6" onto the board. The edge opposite the Old Forest is the way to Bree.

Starting Positions

Deploy all four Hobbits at least 28cm/12" from the Old Forest, but no closer than 56cm/24" to the Bree edge. In addition, the four Hobbits have become separated by the heavy fog and may not be deployed closer than 14cm/6" to one another. One Barrow-wight is placed in each barrow.





Special Scenario Rules

Haunt of Evil

Barrow-wights draw their power from their barrows. If, at the start of the Evil player's Move phase, any Barrow-wights are in a barrow, they will benefit from the following special rules:

- If a Barrow-wight suffers a wound while in a barrow, roll a dice – on a score of 3 or more the wound is recovered in the same way as if it had used a point of Fate.
- A Barrow-wight in a barrow can use a point of Will each turn without reducing its store.

Fog on the Barrow-downs

A chill mist has descended on the Barrow-downs, conjured by the Barrow-wights to help them ensnare their prey. In addition to causing the Hobbits to become separated, as described in the deployment, the fog will also have the following effects:

- Due to the thick coils of mist, visibility for the Hobbits is reduced to 14cm/6". This will have no effect on the Barrow-wights, however, as they do not see in the same way as mortal creatures.
- It is easy to lose your way in the mist and to reflect this the Good player must roll a dice for each of his Hobbits at the start of his Movement phase. On a roll of a 1, the Evil player may move the Hobbit, though he may not send it into combat.

- In the turn that Tom Bombadil enters the board, as described on page 11, the fog will lift and have no further effects on the game.

► LOST

The Good player rolls a 1 for Sam, allowing the Evil player to move the poor lost Hobbit.



◀ ANCIENT POWER

Barrow-wights draw their power from the cursed barrows and grow stronger when within them.



▲ UNSEEN PERIL

Because of the dense fog, Merry cannot see the Barrow-wight and therefore cannot shoot him.





Ho! Tom Bombadil!

When the Hobbits realise the terrible danger they are in, they call to Tom Bombadil to come to their aid. Any Hobbit that has seen a Barrow-wight, remembering that the fog will only allow them to see 14cm/6", may call out for Tom. Any Hobbit that has seen a Barrow-wight may roll a dice at the start of their movement. If you score a 6, then Tom has heard their call and at the start of the next Good player's Move phase, he may be placed anywhere along the Old Forest table edge. It is important to keep track of which Hobbits have seen a Barrow-wight, as they are the only ones that can call to Tom. Remember, a paralysed Hobbit cannot call out for Tom.



◀ CRY FOR HELP

Frodo calls for help and scores a 6, meaning that Tom hears his cries and arrives in the nick of time.



▲ CAPTIVE HOBBITS

Moving into contact with Sam, the Barrow-wight then continues dragging him in his wake.



▲ STOPPING THE SACRIFICE

The Barrow-wight cannot attempt to kill Pippin this turn because he has to fight Sam.

Dark Sacrifice

The Barrow-wights do not intend to kill the Hobbits in combat, but instead mean to subdue them and drag them back to a barrow to sacrifice them to their dark powers. This has the following effects on the game:

- If a Hobbit suffers a wound that would result in him being removed as a casualty, then he does not lose the wound but is instead paralysed, as if he had been affected by the spell 'paralyse'.
- A Barrow-wight may drag a paralysed Hobbit by touching its base during his movement, and keeping it adjacent to him when he moves. If the Hobbit recovers from being paralysed, move him 2cm/1" away from the Barrow-wight.
- If a Barrow-wight begins its movement in a barrow and is in contact with a paralysed Hobbit, he may attempt a sacrifice. Roll a dice, and on a score of a 4 or more the Hobbit has been sacrificed and is removed as a casualty. A Barrow-wight cannot try to sacrifice a Hobbit if he is engaged in a fight.

WINNING THE GAME

- If the Evil player sacrifices Frodo, or at least two of the other Hobbits, then he will win.
- If at least three Hobbits move off the Bree edge of the table, then the Good player is the winner.



Good Tactics

Keep Together

Until the arrival of Tom Bombadil, the Hobbits will be very vulnerable to the Barrow-wights and their insidious sorcery. For this reason, the Good player should try and keep his Hobbits as close to one another as possible, despite the effects of the fog and the spread-out deployment. Try to use Frodo as a centre for the group, as he is the strongest Hobbit, and move the others toward him. Also, if you move Frodo first, you will be able to react with the other Hobbits if he rolls a 1 and gets lost in the fog.

► SAFETY IN NUMBERS

Keeping the Hobbits together makes them more dangerous in a fight, as well as increasing the chances of them all spotting a Barrow-wight.

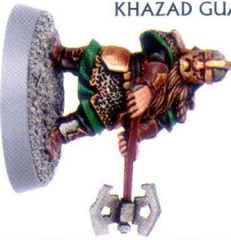


Hobbits on the Attack

The Good player will inevitably have to make a stand at some point during the game with his Hobbits. While he needs to be careful not to put his models in unnecessary danger, he shouldn't be afraid to attack if favourable conditions arise. This may include the opportunity to surround a lone Barrow-wight, trapping it and using Frodo or Sam's Might to increase the chance of killing it, or charging a Barrow-wight before it has a chance to move and use its magic.

◄ HUNTERS HUNTED

The Hobbits turn on the pursuing Barrow-wight, surrounding it in combat and attempting to kill it.





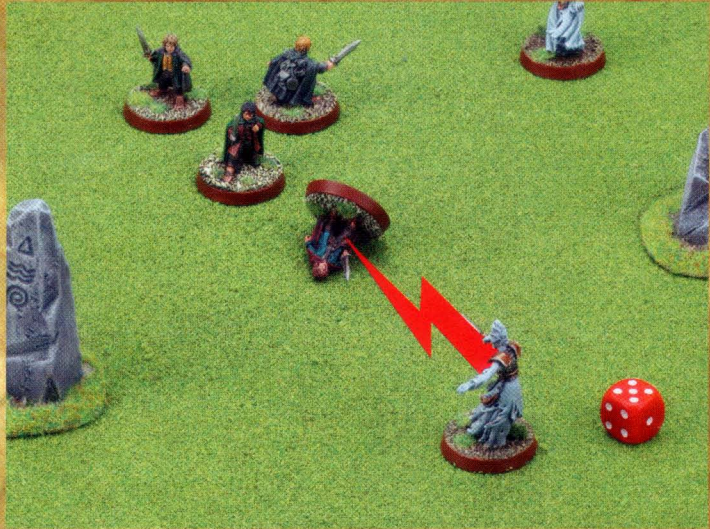
Evil Tactics

Target the Weak

The Evil player will have to move quickly to win in this scenario, for as soon as he strikes, the Hobbits will call for Tom. Try and target Merry and Pippin first, as neither Hobbit has any Will to resist the paralyse spells of the Barrow-wights and both are easily overcome in a fight. This way two Barrow-wights can hold up the other Hobbits while the remaining two can drag Merry and Pippin back to their barrows.

► HELPLESS HOBBIT

Merry cannot resist the paralyse spell and becomes easy prey for the Barrow-wight.



Distracting Tom

When Tom Bombadil arrives, the Evil player will need to try to slow him down in order to finish off the Hobbits. While there is no way for the Evil player to kill him, or even engage him in combat, Tom must still reach the Hobbits to be of any help to them. To make this as hard as possible for the Good player, the Evil player can split his models up, dragging Hobbits off in different directions and staging attacks from different angles. In this way the Good player will be forced to choose when and where to use Tom.

◄ GETTING IN THE WAY

Blocking Tom's path with a Barrow-wight allows you to use the creature's control zone to force Tom to either charge him or go around.





Alternative Scenarios

Although the Tom's Country rule prevents Tom from being used outside of the Old Forest or the Barrow-downs, he can still be used in many exciting scenarios. Here, we present some ideas for adapting scenarios to be set in Tom's country.

The 'Tom is Master' special rule may at first seem like a limiting factor in using Tom Bombadil in your Battle Games. However, it provides you with an ideal opportunity to adapt earlier scenarios and have a go at tweaking special rules. Tips on how to approach designing and adapting scenarios were presented in Packs 17 and 51. With a little imagination, you can adapt any of the scenarios presented in earlier Packs to place the action in the Barrow-downs or the Old Forest. Here, we take a look at three of the more obvious examples.

► **TOM BOMBADIL**
When evil threatens his forest home, Tom stands against it.



Open War

This scenario was presented in Pack 23, and introduced the concept of competitive points matches. This is the simplest scenario of all to adapt. As long as your opponent agrees, simply place some appropriate scenery for the Old Forest or the Barrow-downs. The Good player may choose Tom and Goldberry in his force, while the Evil player may select Barrow-wights.

*'...If all else is conquered,
Bombadil will fall.'*

GLORFINDEL™





Flight to the Ferry

During The War of The Ring, the Hobbits managed to avoid the Ringwraiths until they were ambushed at Weathertop. However, by modifying Pack 37's Flight to the Ferry scenario, you could stage an alternative Battle Game recreating an encounter in the Old Forest, where the unfortunate Hobbits have become so disorientated that the Dark Riders have had time to catch up with them. The Hobbits must once again flee for their lives, unaware that the Master of the Old Forest is about to happen by. Will he arrive in time?



Special Scenario Rules

This scenario uses the same Special Scenario Rules as Pack 37's Flight to the Ferry Battle Game. However, rather than one Ringwraith, the Hobbits must now hide from four.

- The Ringwraiths begin in the four corners of the board, while the Hobbits start in the centre.
- The Ringwraiths are moved in the same way as the single Wraith in Pack 37's Flight to the Ferry Scenario.
- Tom Bombadil does not begin the game on the board. Instead, roll a dice during the Good player's Move phase. If the dice scores less than or equal to the current turn number, Tom moves onto the board from a random board edge, determined by rolling a dice. Allocate each board edge a number on the dice, and re-roll the dice if you get one of the two unused numbers.

Tom's Party

This scenario is based on 'Bilbo's Party' from Pack 62. In this version of events, the Nazgûl have tracked the Hobbits to the Old Forest and to the house of Tom Bombadil. Use either a Hobbit Hole or Radagast's cabin to represent Tom's house, and replace Gandalf and Bilbo with Tom and Goldberry. Frodo becomes the Ringbearer in this Battle Game.

Special Scenario Rules

This scenario uses the same special rules as in Pack 62, except for the 'Fireworks' and 'Hobbit Holes' rules, which are removed.

- Frodo takes the place of the Ringbearer, so all references to Bilbo in the scenario should instead refer to Frodo.





Tom Bombadil™

The curious character Tom Bombadil is rarely seen by the folk of the Shire. Nevertheless, he is clearly recognisable by his distinctive blue coat and yellow boots. Here, we show you how to paint your Tom Bombadil miniature.



Deep within the seclusion of the Old Forest, Tom roams free – master of all within his realm. He dances his way through forest, along rivers and over hills, heedless of any mud or dirt he picks up on his long journeys. For his travels, he wears a pair of sturdy yellow boots and keeps himself warm by wearing a thick blue coat, with a large blue feather hanging from his battered hat.

Painting the Tom Bombadil model provides another good opportunity to use the blending technique shown in Pack 78. We also revisit the weathering technique to enhance the look of Tom's boots, coat and hat.

◀ TOM'S TRAVELS

Goldberry waves Tom farewell as he starts off on another one of his many journeys.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
CODEX GREY
BESTIAL BROWN
VOMIT BROWN
GOLDEN YELLOW
BUBONIC BROWN
SNAKEBITE LEATHER

BLEACHED BONE
SCORCHED BROWN
TANNED FLESH
DWARF FLESH
ELF FLESH
VERMIN BROWN
REGAL BLUE

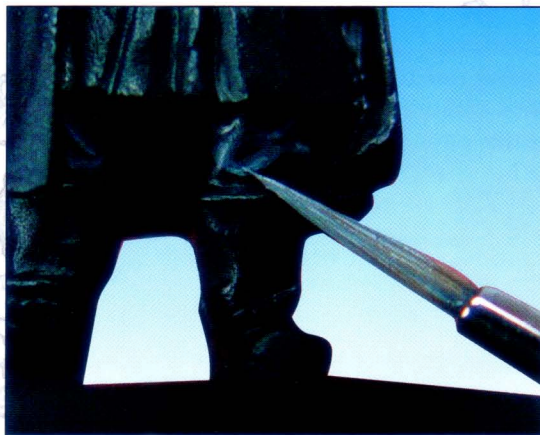
ULTRAMARINES BLUE
ICE BLUE
SKULL WHITE
CHAINMAIL
RED INK
BROWN INK



1 Black Trousers

Before painting Tom, undercoat the whole model with Chaos Black. Once the undercoat is dry, his trousers can be painted. These are a simple black colour and can be highlighted by mixing a little Codex Grey in with the Chaos Black and applying this onto the very edges.

➤ The highlights on Tom's trousers do not need to be too bright.



◀ Washing the darker shade into the recesses is quicker than starting with a darker tone and lightening it with layers.



2 Brown Shirt

To paint Tom's shirt, first give it an even coat of Bestial Brown. Then, mix a little Chaos Black in with the Bestial Brown and add water to make a thin wash. Next, instead of applying the wash over the whole area, use a fine brush to paint the wash directly into the creases. This will create the shading without using the layering or blending technique. Finally, mix Vomit Brown in with the Bestial Brown and apply this using the blending technique to the edges.

◀ If the highlights look too bright, a small amount of Brown ink can be used to soften the tone slightly.

3 Yellow Boots

Tom's boots are painted in a similar way to his shirt. First, mix a small amount of Golden Yellow with some Bubonic Brown and apply this as an even coat over the boots. Next, create a shading colour by adding a small amount of Snakebite Leather to the mix and then making it into a wash by adding water. This is then applied into the recesses as in Step 2. Finally, create some more of the original colour and add Bleached Bone to this for the highlights. Use the blending technique to apply this to the edges.



▲ By using a mix of Snakebite Leather, Bubonic Brown and Golden Yellow, you can create a tone that does not look too unrealistic.

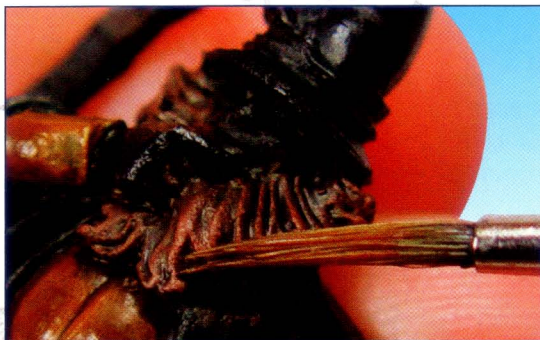


▲ Once Tom's shirt, boots and trousers are painted, you can move on to painting his head and hat.



4 Shaggy Beard

Tom sports a very bushy beard that can be painted using the dry-brushing technique. First, mix a little Chaos Black with some Scorched Brown and paint this onto the whole beard. Next, dry-brush the beard with Scorched Brown paint. Finally, mix a little Bleached Bone in with the Scorched Brown to create a highlight and apply this as a dry-brush over the edges of the beard.



◀ Only a simple dry-brush of a lighter tone is needed to highlight Tom's beard.

► Use the same technique to paint Tom's face as shown in Pack 76.



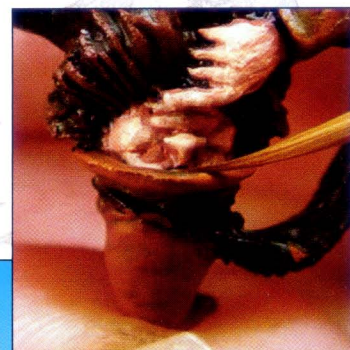
5 Tom's Skin

Tom's face and hands are painted using the same technique as shown for painting Legolas's skin in Pack 76. Start with a deep shading of Bestial Brown and work up through the tones by adding Tanned Flesh, then Dwarf Flesh and finally Elf Flesh. Do not paint Tom's eyes just yet, as more detail will be added to his cheeks in Step 9.

6 Battered Hat

The battered hat that Tom wears when he is out and about is a lighter brown colour than that of his shirt. A base colour of Vermin Brown is applied first, followed by a shading wash just as in Steps 2 and 3. A small amount of Scorched Brown is added to the Vermin Brown to make the shade colour. Once the wash has been applied, add Bleached Bone to the Vermin Brown and blend this onto the edges of the hat.

► Remember to apply the shading under the rim of the hat, but be careful not to get any on the face that you have already painted.



▲ Only a subtle highlight is needed on the edges of the hat.



▲ Most of the Tom Bombadil model is now painted. All that remains is his distinctive blue coat and some final details.

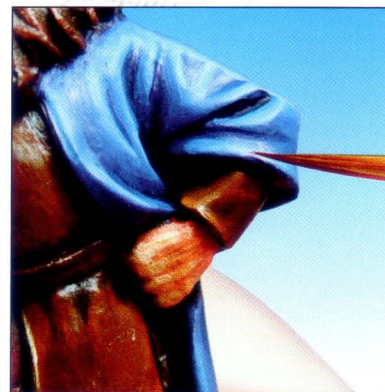


7 Blue Coat

Because of the large surface area and many creases and folds on Tom's coat, the blending technique is used to paint it. Start by mixing Regal Blue with a small amount of Chaos Black and apply this into the deepest recesses. For the next shade, use just Regal Blue and apply this to the rest of the coat. Next, mix some Ultramarines Blue in with the Regal Blue and blend this on top of the previous shade. Continue doing this, adding more Ultramarines Blue to the mix each time, until you are using just Ultramarines Blue paint. Finally, add some Ice Blue to the Ultramarines Blue to create the highlights.



◀ Applying a mix of Regal Blue and Chaos Black in the deepest folds helps better define the contrast.



► The brightest highlights only need to be applied to the very edges of the folds.



► Using the dry-brush technique on the feather brings out its detail.

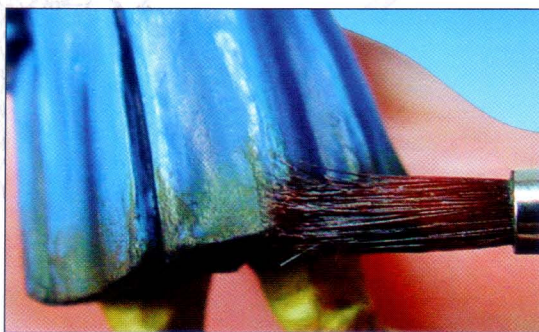
8 Long Feather

The long blue feather tucked into Tom's hat-band is a pale blue colour. To achieve this look on your model, start by painting the feather Ultramarines Blue. Then, mix a small amount of Ice Blue in with the Ultramarines Blue and apply as a dry-brush. Finally, mix in a small amount of Skull White and dry-brush the very edges of the feather.

9 Final Details

Tom's belt and the band around his hat are painted Chaos Black and highlighted with Codex Grey, while the belt buckle is painted Chainmail. Tom's boots, coat and hat are all his travelling clothes and, as such, have become weather-worn on his journeys. The base of the boots and the bottom of the coat can be given a dry-brush of Scorched Brown. Next, water down the Scorched Brown and carefully apply this as a few small spots of dirty smears to the hat. Tom's rosy cheeks can be painted by applying a watered-down Red ink wash over them. Finally, Tom's eyes can be painted as shown in Pack 63.

► Be careful not to apply too much Red ink to Tom's cheeks, as it may run onto other areas.



◀ Only the very edges of Tom's coat needs weathering.



► Once Tom's base has been painted in the usual manner, he is finished and ready to be used on the gaming table.





Ancient Tombs

Nestled next to the Old Forest are the Barrow-downs, a hilly region filled with ancient burial mounds that give the area its name. Here, we show you how to build a barrow for use in your Battle Games, complete with all its treasures.



The Barrow-downs are a forlorn place of steep hills and narrow valleys. Constantly shrouded in impenetrable mists, they can be a treacherous place for unwary travellers. It is easy to get lost within the maze of hills, and the truly unfortunate may stumble across one of the many barrows that are marked by imposing standing stones, or menhirs. It is then that their fate is sealed. Here, we show you how to make a Barrow-wight's barrow, focusing on constructing the interior space where the bodies of the deceased kings are laid to rest with their earthly riches.

◀ TOMBS OF HORROR

The Hobbits are trapped and must face the frightening presence of the Barrow-wights alone.

YOU WILL NEED

Modelling Essentials

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

HARDBOARD
5CM/2" THICK
POLYSTYRENE
COCKTAIL STICKS
SANDPAPER
SLATE CHIPPINGS

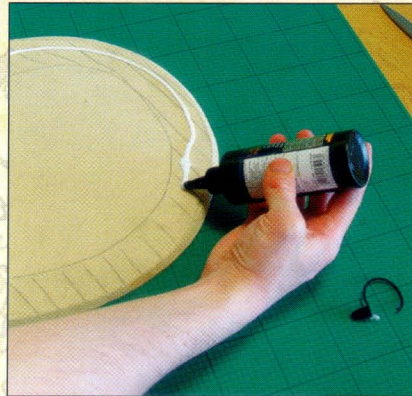
BARBECUE SKEWERS
FOAM CARD
MODELLING PUTTY
PLASTIC ROD
CHAOS BLACK,
SCORCHED BROWN,
BESTIAL BROWN,
BLEACHED BONE,
CODEX GREY,

FORTRESS GREY,
SKULL WHITE,
BOLTGUN METAL,
CHAINMAIL,
MITHRIL SILVER
AND SHINING GOLD
ACRYLIC PAINTS
FLESH WASH



1 Making the Base

The basic shape of the barrow is made in a very similar way to a normal hill. However, the barrow will have a removable top and a detailed interior chamber. To make the barrow, start by cutting a roughly circular shape out of a piece of hardboard and then sand the edges so that they are smooth. Next, in order to simplify the construction of the chamber in Step 3, apply PVA only around the outer rim of the base and glue on a 5cm/2" thick piece of polystyrene so that it extends beyond the hardboard base. Finally, the excess polystyrene can be trimmed away with a hot wire cutter, using the hardboard base as a guide.

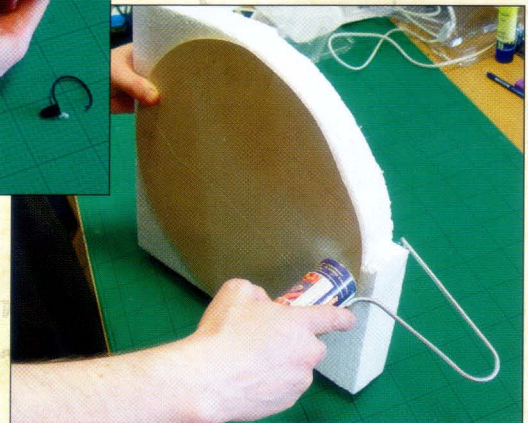


► FORWARD PLANNING

Glue is only applied to the edges of the base, to help make creating the chamber easier.

► TRIMMING THE EDGE

The hardboard base provides a natural guide for the shape of the barrow when trimming away the excess polystyrene.



► SECURING PINS

These cocktail sticks make excellent pins to temporarily hold the top of the barrow in place.



► PERFECT FIT

Once the barrow has been shaped, the top can be removed.

2 Shaping the Barrow

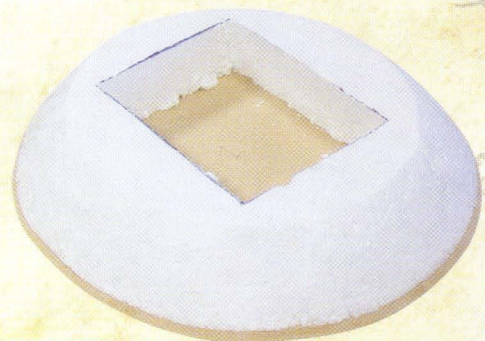
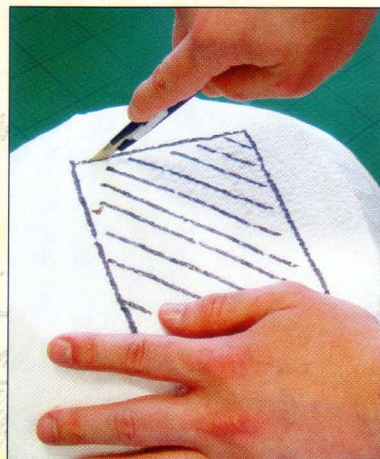
In order to ensure the roof fits perfectly onto the top of the barrow, it is temporarily attached with cocktail sticks while the barrow is being shaped. To do this, start by placing another 5cm/2" thick piece of polystyrene on top of your existing piece. Then drive cocktail sticks through the top piece so that it pins it in place to the bottom piece. Once the top is secure, you can shape the barrow by using the hot wire cutter and sandpaper, adjusting the position of the cocktail sticks as necessary in order to ensure a smooth finish. Finally, once you have your desired barrow shape, the top can be carefully prised off and the cocktail sticks removed.

3 Interior Chamber

The interior chamber is cut out of the centre of the bottom layer. Use a long, sharp hobby knife and cut out a square shape. This square should be easy to remove due to having only glued the edges of the base in Step 1. If it is not, the square can be gouged out.

► MARKING THE CHAMBER

To help you keep your cuts straight, try marking out the shape of the chamber with a pen first.



► GOUGING THE CHAMBER

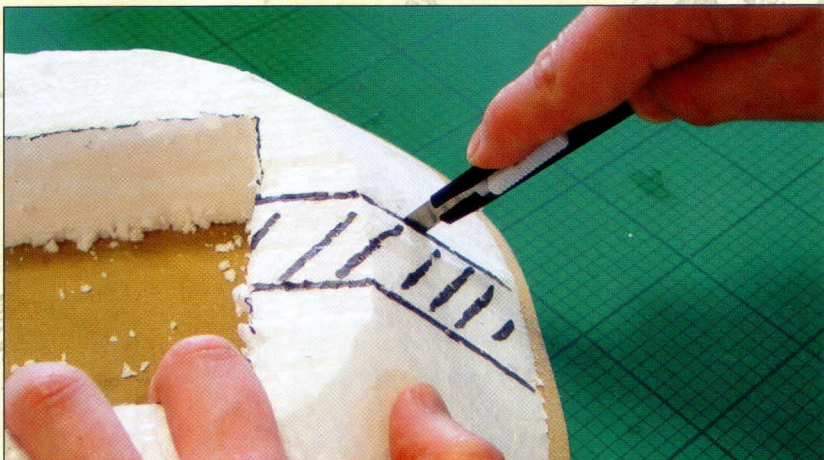
Once the chamber has been cut out, you can move on to creating the doorway.

4 Barrow Entrance

Once the chamber has been removed, an entrance can be cut into the side of the mound. The doorway is cut out using the same technique as shown in Pack 40. When cutting the recess for the doorway, ensure that the top of the barrow is in place and that you cut deep enough into the barrow so that the entrance will reach the chamber.

► TOMB ENTRANCE

The entrance to the tomb needs to be wide enough to allow a model's base through.



► FINDING THE FIT

Some time spent searching through your slate to find suitable pieces can pay off in the final look of your tomb.



6 Attaching the Roof

In order to stop the roof of the barrow from sliding off during games, small pegs made from barbecue skewers can be used to hold it in place. These slot into holes made in the bottom layer. In order to position these pegs accurately, apply dots of paint where you want them to be. Next, while the paint is still wet, place the top of the barrow in place. The paint should mark the underside of the roof, showing you where to glue the skewer pegs.

► USEFUL GUIDE

Using paint in this way marks both the top and bottom of the barrow in the same spot, ensuring the peg and hole are properly aligned.



5 Slate Walls

The inside walls of the ancient burial tombs are made from large slabs of stone. Slate chippings can be used for this on your model. This is a very useful modelling material, as it can be used to represent stone rocks or slabs and looks very effective when painted. It can be purchased from most garden centres and usually comes in large bags. The inside of the chamber is lined with flat pieces of slate, and it will be impossible to get a completely neat fit, but a little experimentation with different pieces can provide the best fit possible. Do not line the doorway yet, as this will be done in Step 7.



▲ READY FOR THE DOOR

Once the interior of the barrow has been lined with slate and pegs have been attached to the roof, the doorway can be finished.



7 Entrance Passage

Now that the roof has fixtures that will hold it in place, the doorframe can be made. First, search through your slate to find some suitably-shaped pieces and glue these to the walls of the doorway in the same way as you did in the chamber. Then, find a piece of slate that is large enough to straddle the doorway. This will form the top, or lintel, of the doorframe. Create small recesses in the polystyrene so that the piece of slate sits flush when the roof is put in place. Finally, glue the slate in position.

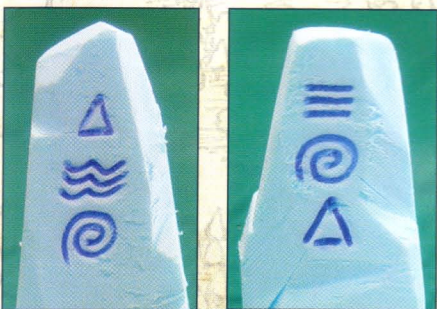
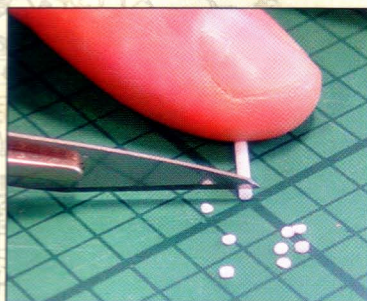


◀ SMALL RECESS

Only small recesses are needed to allow the lintel to fit comfortably.

▶ CREATING COINS

In order to make the coins look realistic, try to cut the plastic rod as thin as you can.



◀ MENHIR DETAILS

Patterns and details can be etched into the polystyrene with a pen if you desire.

8 Modelling Details

The interior of the chamber can now be decorated with various treasures. A sarcophagus can be made for the centre of the chamber. This is built from a polystyrene block topped with foam card, shaped to look like stone. Modelling putty can be shaped to look like bags and sacks, and piles of coins can be made by cutting a round plastic rod into small slivers and sticking them to the base. Spare weapons and shields can also be used to adorn the chamber. Finally, menhirs can be made from polystyrene blocks, shaped with a knife.

9 Painting the Barrow

The outside of the barrow is textured, painted and flocked in exactly the same way as those from Pack 40. The chamber floor is textured with sand and painted like the outside. The stone of the sarcophagus and walls can be painted Chaos Black and dry-brushed with Codex Grey, Fortress Grey and Skull White. The piles of coins can be painted Shining Gold before applying Flesh Wash. Finally, the coins can be dry-brushed with a mix of Shining Gold and Mithril Silver.



◀ GOLD SHADING

The Flesh Wash provides suitable shading for the gold coins.

▶ HAUNTED BARROWS

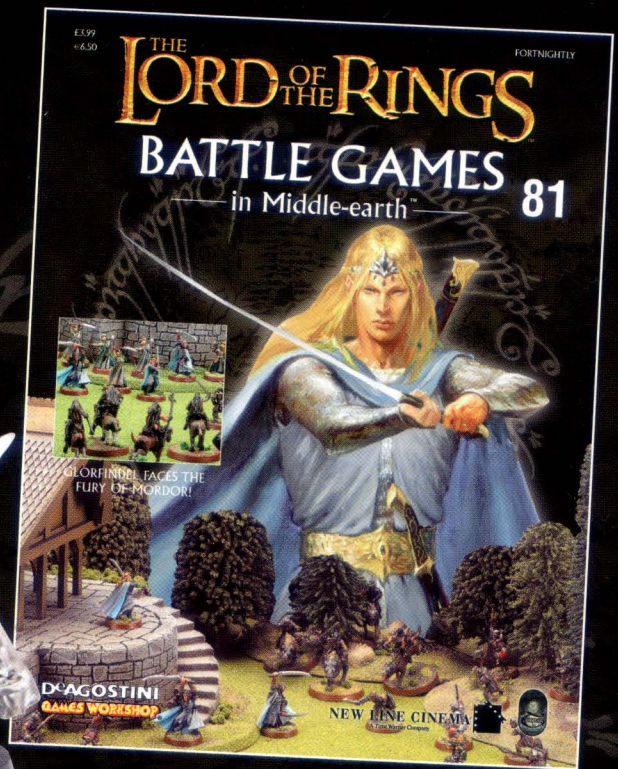
Once painted, your completed barrows can be used to depict the eerie burial mounds located on the Barrow-downs.



IN YOUR NEXT GAMING PACK...

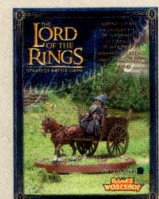
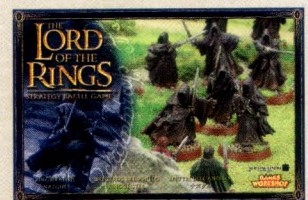
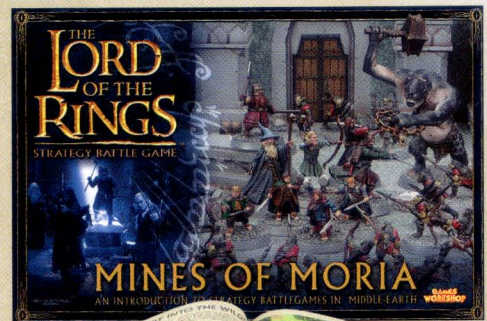
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