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THE LORD OF THE RINGS

BATTLE GAMES 62

— in Middle-earth —



THE FELLOWSHIP BREAKS
AT AMON HEN!



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A Time Warner Company



THE LORD OF THE RINGS

BATTLE GAMES 62 — in Middle-earth —



Guide to Middle-earth™

1

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Playing the Game

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'The Fellowship of The Ring' section of our epic campaign concludes with 'The Fellowship Breaks', including the battle at Amon Hen.



Battle Game

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In this Battle Game, we look at what might have happened if the Nazgûl had tracked down Bilbo while he was still in the Shire.



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Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

Design Manager: Rowland Cox

Editor: Graham Davey

Layout: Darius Hinks, Peter Borlace, Glenn More

Content: Darron Bowley, Mark Latham, Richard Morgan,

Owen Barnes, Alessio Cavatore, Matthew Ward & Rick Priestley

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Bilbo Baggins™

Unlike most Hobbits, who are content with the simple life of home and hearth, Bilbo Baggins developed a taste for adventure. It was on his journeys with the Wizard Gandalf that he had his fateful encounter with Gollum and The Ring of Power.

'I spent all my childhood pretending I was... off with you on one of your adventures.'

FRODO™

Bilbo has become a Hobbit of renown within the borders of the Shire – his eccentricities the subject of much gossip and speculation. Bilbo himself elaborates things further with wild tales involving Trolls and Dragons. Whether these tales are true or not, the good people of Hobbiton know him to freely consort with Wizards, Dwarves

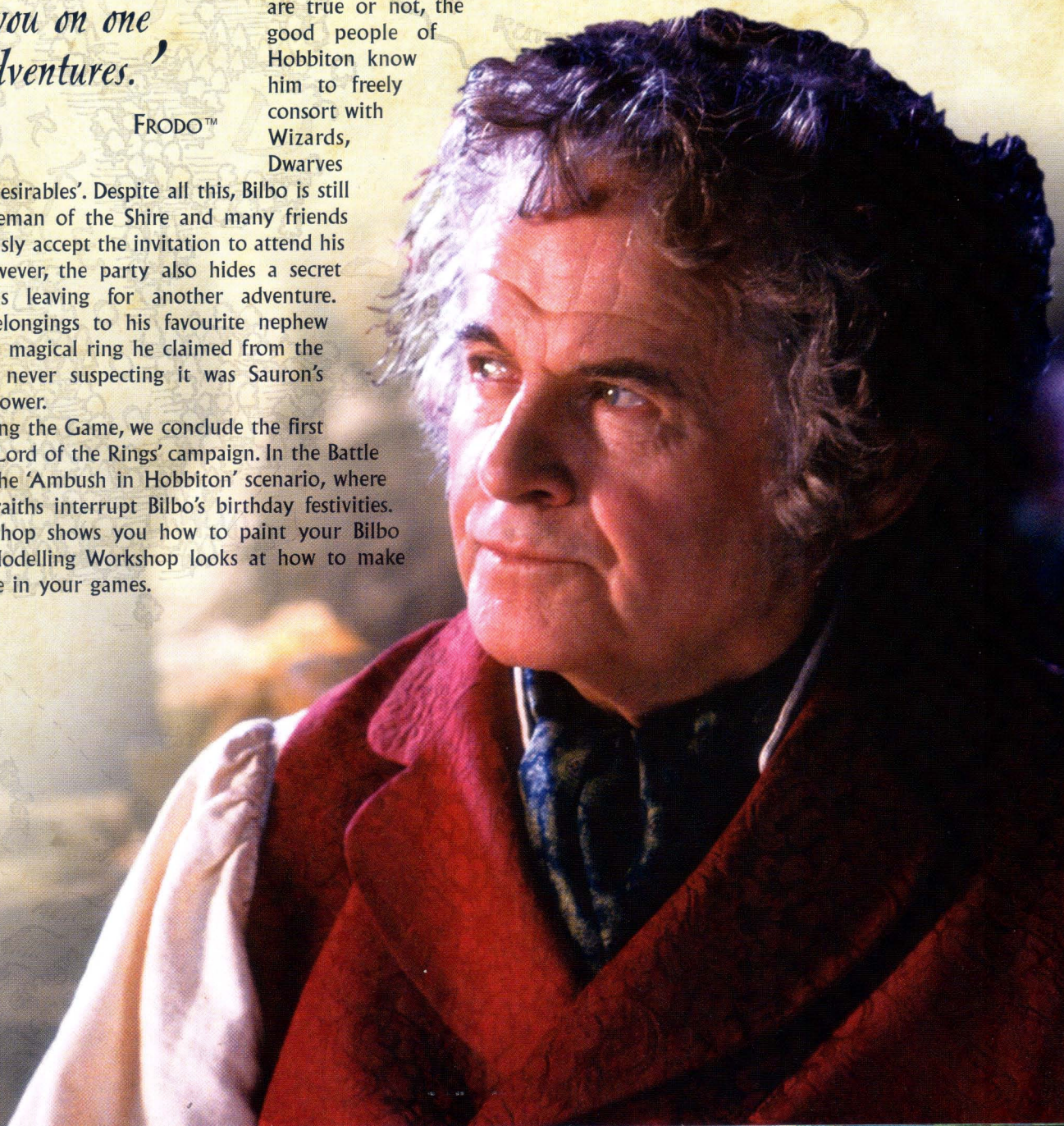
and other such 'undesirables'. Despite all this, Bilbo is still regarded as a gentleman of the Shire and many friends and relatives graciously accept the invitation to attend his birthday party. However, the party also hides a secret purpose – Bilbo is leaving for another adventure. He gives all his belongings to his favourite nephew Frodo, including the magical ring he claimed from the creature Gollum – never suspecting it was Sauron's legendary Ring of Power.

In this Pack's Playing the Game, we conclude the first section of our 'The Lord of the Rings' campaign. In the Battle Game, we present the 'Ambush in Hobbiton' scenario, where the dreaded Ringwraiths interrupt Bilbo's birthday festivities. The Painting Workshop shows you how to paint your Bilbo model, while the Modelling Workshop looks at how to make Hobbit holes for use in your games.



▲► GENTLEMAN OF THE SHIRE

Bilbo is an adventurous Hobbit who counts Elves, Dwarves and Wizards among his friends.





The Fellowship™ Breaks

With the perilous Mines of Moria behind them, the heroes press on, with the servants of the Enemy snapping at their heels. In this Pack, we present the fourth part of 'The Lord of the Rings' campaign, concluding 'The Fellowship of The Ring' section.



After the trials of Moria, the first cracks in The Fellowship begin to show and the Ringbearer begins to realise that he can no longer rely upon them to accompany him on his journey. At Amon Hen the Ringbearer finally slips away, accompanied only by his stalwart companion, and The Fellowship is finally broken.

In this, the fourth part of 'The Lord of the Rings' campaign, we conclude the journey of the Fellowship as they set out for Amon Hen and their final battle. While this Playing the Game marks the end of the first section of *The Lord of the Rings*, we will be continuing the story in future Packs.

◀ PARTING WAYS

The Ringbearer and his companion leave The Fellowship and continue their quest alone.

Special Campaign Rules

All the Campaign Special Rules presented in Pack 59's *Playing the Game* are used in 'The Fellowship Breaks'. In addition, 'The Shadow of The Ring' special rule from Pack 60 could affect one or more of your Heroes during this part of the campaign.

It is possible that during the course of the campaign some of The Fellowship have been killed (i.e. died during a scenario and then rolled a '1' on the 'Death of a Hero' table). In this part of 'The Lord of the Rings' you will have the chance to recoup some of these losses by recruiting additional Heroes. These replacements will be added to the Fellowship in the same way as at the Council of Elrond in Pack 60, each filling a particular role. Full details for these replacements are presented later in this *Playing the Game*.



▲ REPLACEMENTS

This part of the campaign allows the Good player to replace some of his lost Heroes.



Crossing the Silverlode™

Emerging from the dark tunnels of Moria, The Fellowship must make for the safety of Lothlórien. Exhausted from their ordeal, the companions push themselves to reach the woodland refuge — with their enemies relentlessly in pursuit.



Drained by the trials of Moria, the heroes of The Fellowship stagger out onto the bleak slopes of the Misty Mountains. With scant chance to rest, they flee toward the protection of the woods and away from their pursuers. Even as they reach the banks of the Silverlode River, the evil denizens of Moria descend upon them. Fortunately for The Fellowship, the forest's guardians, the Wood Elves, come to their rescue. Aware of the terrible burden the Ringbearer carries, Galadriel too is present, ready to lend her powerful enchantments to help them safely into her kingdom.

◀ FLIGHT TO LORIEN

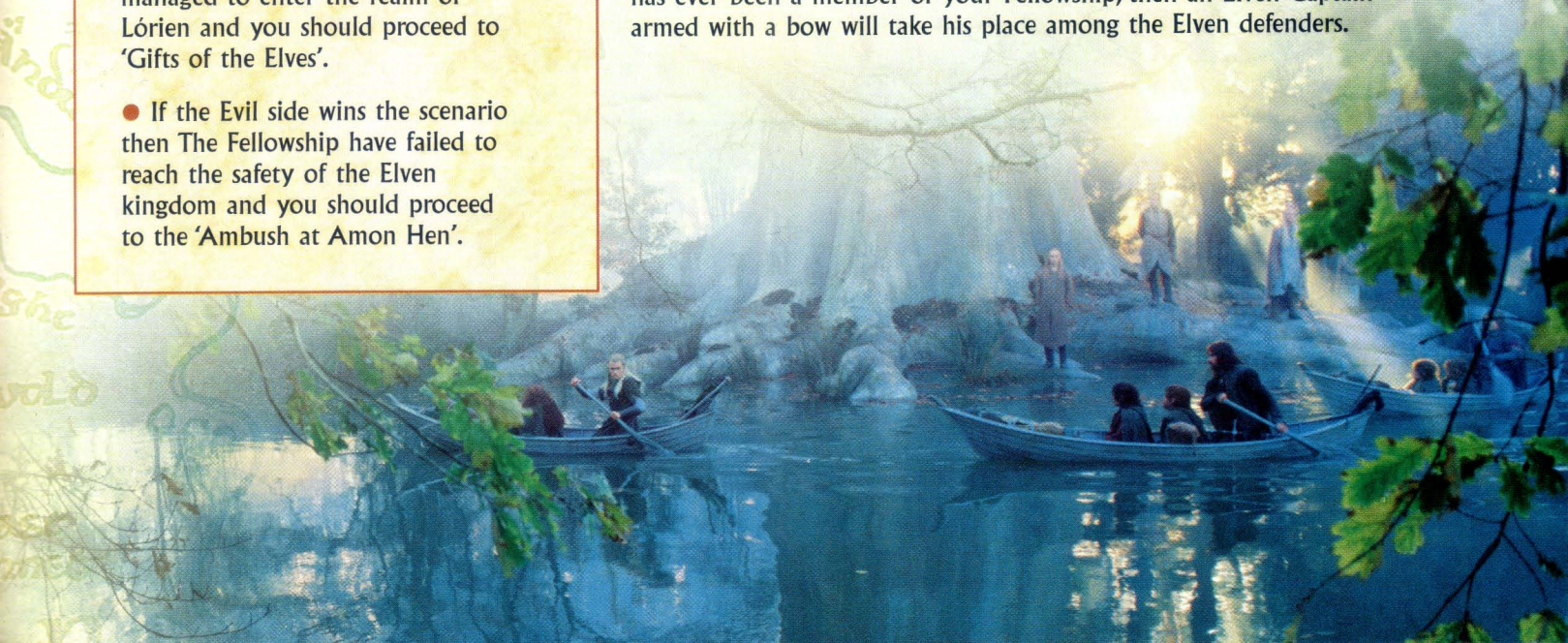
The Elf realm of Lothlórien promises The Fellowship refuge from their pursuers and much needed rest.

RESULT

- If the Good side wins this scenario then The Fellowship have managed to enter the realm of Lórien and you should proceed to 'Gifts of the Elves'.
- If the Evil side wins the scenario then The Fellowship have failed to reach the safety of the Elven kingdom and you should proceed to the 'Ambush at Amon Hen'.

Playing the Battle Game

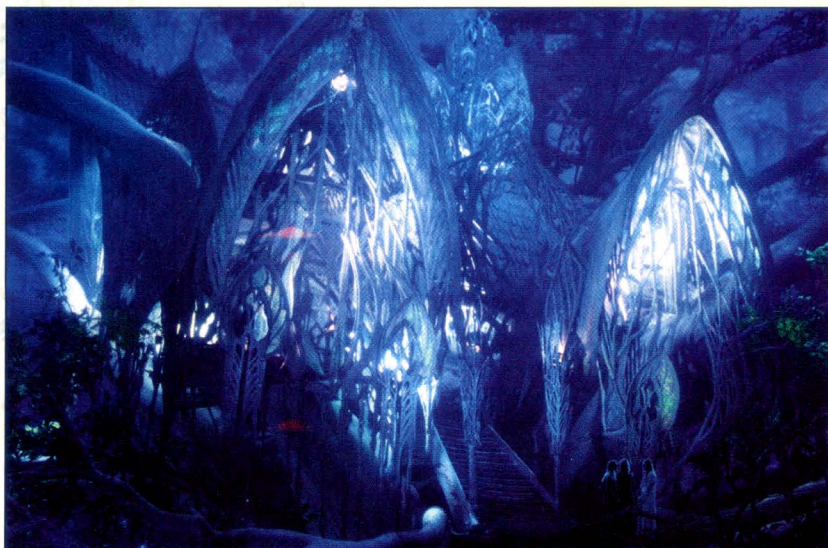
'Crossing the Silverlode' is detailed in Pack 35. In this Battle Game the Good player uses his own Fellowship, chosen at 'The Council of Elrond' from Pack 60, rather than the one presented in the scenario's Combatants section. If Galadriel is part of The Fellowship then Celeborn will join the Elves in this scenario in her place. Also, if Haldir has ever been a member of your Fellowship, then an Elven Captain armed with a bow will take his place among the Elven defenders.





Gifts of the Elves

Galadriel welcomes The Fellowship into her realm and gives them the chance to rest and recover from their journey. Before they leave, she also gives each of them a gift to aid them in their quest and protect them from danger.



Having reached the safety of Lothlórien the companions are able to take some much-needed rest from their journey. It also allows them to take stock of their situation and plan what they will do next. On leaving the woodland realm they are each given gifts to help them combat the perils that lie ahead. Before continuing the campaign the Good player will receive some Gifts for his Heroes. The items available to each character are detailed in their descriptions below.

◀ FOREST HAVEN

After a harrowing journey, The Fellowship reach the safety of Lothlórien.

Safe Haven

Ruled over by the ancient and powerful Elf King Celeborn and his Queen, Galadriel, the forest realm of Lothlórien is protected from the attentions of the Enemy by the ready blades and bows of its Elven warriors. Lothlórien is a Safe Haven as described in Pack 60's Playing the Game.

*'Go now and rest
for you are weary, with
sorrow and much toil.'*

GALADRIEL™

Replacements

If during the campaign any members of The Fellowship have died (i.e. been killed in a scenario and then rolled a '1' on the 'Death of a Hero' table), then it is possible to recoup some of these losses in Lórien. Choose your replacement Heroes as detailed below. Note, however, that you cannot choose a Hero if they are already part of The Fellowship, or if they have been part of The Fellowship and died.



▲ NEW HEROES

The forest of Lórien is home to Galadriel, Celeborn and Haldir, each of whom aids the Fellowship in their quest.

- If your Guide has been killed then you can choose to add either Galadriel or Celeborn to your Fellowship as a new Guide. However, if you originally chose Gandalf the Grey to be your Guide and he has died, then you may not choose a new Guide, as he will return in The Two Towers campaign section as Gandalf the White.
- If one of your Warriors has been killed then you can choose Haldir to replace him. Haldir will come equipped with a Bow.



Elven Cloaks

The grey cloaks of the Elves blend in with their surroundings, allowing the wearer to melt into the forest and easily hide from enemies. Before The Fellowship departs Lothlórien, each of them is presented with an Elven Cloak. These cloaks grant the wearer the following special rules:

- If the wearer does not move or use magic during his Movement phase, then he can choose to be Concealed. While Concealed he cannot fire a missile weapon. As soon as he is charged, moves or uses magic, he no longer counts as Concealed.
- Concealed characters are practically invisible and each Evil model must roll a dice to determine if they can see them before charging or shooting. On a 1-3 they cannot charge the character or target him with shooting attacks or magical powers. On a 4, 5 or 6 they can see the character as normal and target him with shooting and magic or move into combat with him. Once a character is in combat he is no longer Concealed.
- Concealed characters do not have a Control Zone.
- Models mounted on a horse cannot use their Elven Cloak.

NB. In all subsequent games in 'The Lord of the Rings' campaign (unless specifically stated in the scenario), all the Heroes of your Fellowship are equipped with these cloaks. If the scenario is a points match, you must increase each Hero's points value by 5.



▲ HIDDEN HERO

Because Gimli is using his Elven Cloak to Conceal himself each of the Orcs must check to determine whether they can see him.



◀ 'THERE HE IS!'

An Uruk-hai spots Legolas and moves into combat with him, negating his Concealment.



► MIGHTY ELF

Armed with the Bow of the Galadhrim, Legolas is an archer without peer.

Bow of the Galadhrim

If you have chosen Legolas to be the Champion of your Fellowship, as detailed in Pack 60's Playing the Game, then he will receive the Bow of the Galadhrim. Created by skilled Elven craftsmen this mighty bow is unmatched in both its range and power. The Bow of the Galadhrim counts as an Elf bow with the following special rules:

- The bow has a Strength of 4 instead of 3.
- The wielder may re-roll one of his dice to hit his target each Shoot phase.

NB. If Legolas receives the Bow of the Galadhrim, he will use it in all subsequent games. In points match scenarios, his points value is therefore increased by 20.



Ambush at Amon Hen™

Saruman has sent Lurtz and his Uruk-hai warriors to intercept The Fellowship and kidnap the Hobbits. The companions are taken by surprise by the sudden Uruk ambush and must fight furiously for their lives and the safety of the Hobbits.



After leaving the realm of Lothlórien, The Fellowship travels down the Anduin River continuing its journey to Mordor. Unknown to the heroes, Saruman has despatched a band of Uruk-hai to hunt them down, with orders to capture the Hobbits and return them to him. When The Fellowship reaches the western shores of the Anduin, they take rest beneath the ruins of Amon Hen. Even as they prepare to move on they are suddenly attacked, as Uruks begin to stream from the woods around them, forcing them into a furious battle.

◀ URUK-HAI ATTACK

Saruman's servants attack The Fellowship and try to capture the Hobbits.

Playing the Battle Game

'Ambush at Amon Hen' was detailed in Pack II. In the first part of this Battle Game the Good player replaces Aragorn with his Champion and Legolas and Gimli with any two of his Warriors, as chosen at the Council of Elrond from Pack 60. In the second part of the Battle Game the Good Player replaces Boromir with a Warrior currently affected by 'The Shadow of The Ring' if possible, or a Warrior of his choice if none of them are affected by this rule. In addition, this chosen Warrior cannot make use of Fate to recover lost wounds. Merry and Pippin are replaced with the two Allies, as chosen at 'The Council of Elrond' from Pack 60.

RESULT

- If the Good side wins this scenario then proceed to 'The Fellowship Broken'.
- If the Evil side wins or the game is a draw, then the Uruk-hai have had enough time to hunt down all of the Hobbits and the Good player must make a roll on the 'Death of a Hero' table for the Ringbearer. After the roll has been made, proceed to 'The Fellowship Broken'.



The Fellowship Broken

This concludes the first section of 'The Lord of the Rings' campaign, which will be continued in a later Pack in 'The Two Towers'. If you decide, you can end the campaign here and determine the winner. If the Ringbearer is still alive, then the Good player is victorious, otherwise the Evil player is the winner.

You may choose, however, to continue playing the campaign, carrying on the quest of the Ringbearer. In this case you will need to remember how the events of this campaign section turned out, as any remaining Heroes, special items and other special rules will be carried over into the next section. In addition, the Good player will need to roll on the 'Death of a Hero' table for any of his characters that were slain in the 'Ambush at Amon Hen' scenario.



▲ BEARING THE RING

The burden of The Ring is one that must be carried alone.



Lifting the Shadow

If you are continuing the campaign then the Good player can redeem one of his Warriors suffering from 'The Shadow of The Ring'. As long as the Warrior survived the 'Ambush at Amon Hen' battle game (i.e. didn't roll a '1' on the 'Death of a Hero' table), then he will no longer be affected by 'The Shadow of The Ring' special rule. In addition, any Might, Will or Fate he has lost will be restored to him.

◀ REDEEMED

In the end Boromir conquered his lust for The Ring.

Coming Soon...

With The Fellowship broken, the Ringbearer must continue his journey with only his Companion to aid him. Meanwhile the remaining Heroes must take the fight to the Enemy, moving on to the beleaguered lands of Rohan. 'The Lord of the Rings' campaign returns soon with 'The Two Towers', allowing you to continue the story of The Ring, making choices that will determine the battles you fight and the fate of your Heroes.

► THE TWO TOWERS

The battle for Helms Deep is one of the exciting events presented in the next part of 'The Lord of the Rings'.





Ambush in Hobbiton™

The Ringwraiths descend upon Hobbiton, relentlessly searching for The Ring. In this Pack's Battle Game, Bilbo and his friends must try to fight off the terrifying Nazgûl and prevent The Ring from falling into their clutches.



▲ UNINVITED GUESTS

The Ringwraiths descend upon the gathering of Hobbits in search of The One Ring.

The Shire is a tranquil and quiet place, dotted with sleepy villages and towns, like Hobbiton, where Bilbo Baggins lives. Well known among his folk, it is little wonder that Bilbo's birthday party is heralded as quite an event and draws Hobbits from all across the Shire. This extravagant affair boasts fine food and drink, as well as a fireworks display put on by the Wizard Gandalf. With all thoughts on the festivities, the Hobbits do not realise the danger they are in from the deadly ring that Bilbo carries. Even as the good folk of Hobbiton prepare for the party, The Ring calls out to the servants of the Enemy, summoning them ever closer.

In this Pack's Battle Game we look at what might have happened had the Nazgûl arrived in the Shire during Bilbo's party, hunting for The Ring. Together, Gandalf and Bilbo, with help from the other Hobbits, must try to deal with the sudden and terrifying arrival of the Ringwraiths in the midst of Bilbo's birthday party.

THE COMBATANTS

For this Battle Game, the Good player will require Gandalf the Grey, Frodo, Sam, Merry and Pippin. He will also require the Bilbo miniature included with this Pack. The Evil player will need the five card figures of Ringwraiths on horses provided in Pack 37.

► DARK SERVANTS

The Ringwraiths endlessly quest for The Ring.



▲ ► OLD FRIENDS

Gandalf has come to the Shire for his good friend Bilbo's birthday.





CHARACTER PROFILES

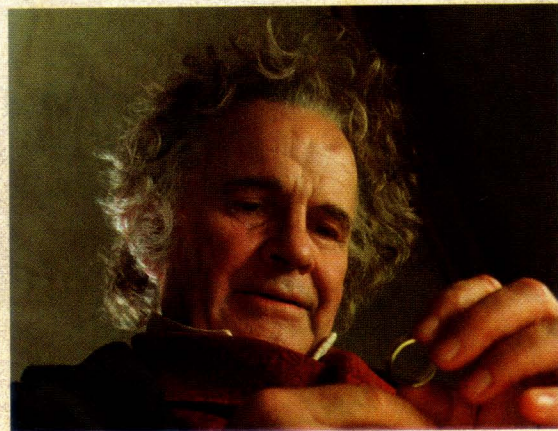


Gandalf the Grey™

For many years, Gandalf has wandered the lands of Middle-earth, learning much of its people, kingdoms and countries. However, of all the many and varied places he has visited, the Shire, and its communities of Hobbits, is his favourite. Often the old Wizard comes calling on the Hobbits and their quiet corner of the world, visiting the peaceful folk of the Shire and his old friend Bilbo Baggins. On this occasion Gandalf has returned to the Shire to celebrate Bilbo's 111th birthday, unaware of the coming turn of events...

Bilbo Baggins™

Frodo's uncle Bilbo has led an exciting and interesting life, especially by the standards of Hobbits. In his younger days, Bilbo travelled far from the borders of Hobbiton, taking part in wondrous adventures. It was on one such expedition that he found The One Ring and took it back with him to the Shire. Bilbo treasures The Ring more than anything, unaware of its insidious powers, and plans to use it to make a dramatic exit from his party.



Ringwraiths™

Soulless servants of the Dark Lord, the Ringwraiths have been dispatched to seek out The One Ring and return it to their master. Riding forth from Mordor, the Black Riders tirelessly cross the lands of Middle-earth following the trail of The Ring. Arriving in the Shire they set about scouring the countryside for any sign of The Ring and the one who bears it. Having never encountered creatures of such evil, the Hobbits give the mysterious and dreadful Black Riders a wide berth, knowing better than to stand between them and their quarry.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Bilbo	3/3+	3	5	1	2	6	10cm/4"	1	3	3
Gandalf	5/-	4	5	1	3	7	14cm/6"	3	6(+1)	3
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
Merry	3/3+	2	3	1	1	4	10cm/4"	0	0	2
Pippin	3/3+	2	3	1	1	4	10cm/4"	0	0	2
Ringwraith	5/-	4	8	1	1	6	14cm/6"	0	7	0
Horse	0	3	4	0	1	3	24cm/10"	-	-	-

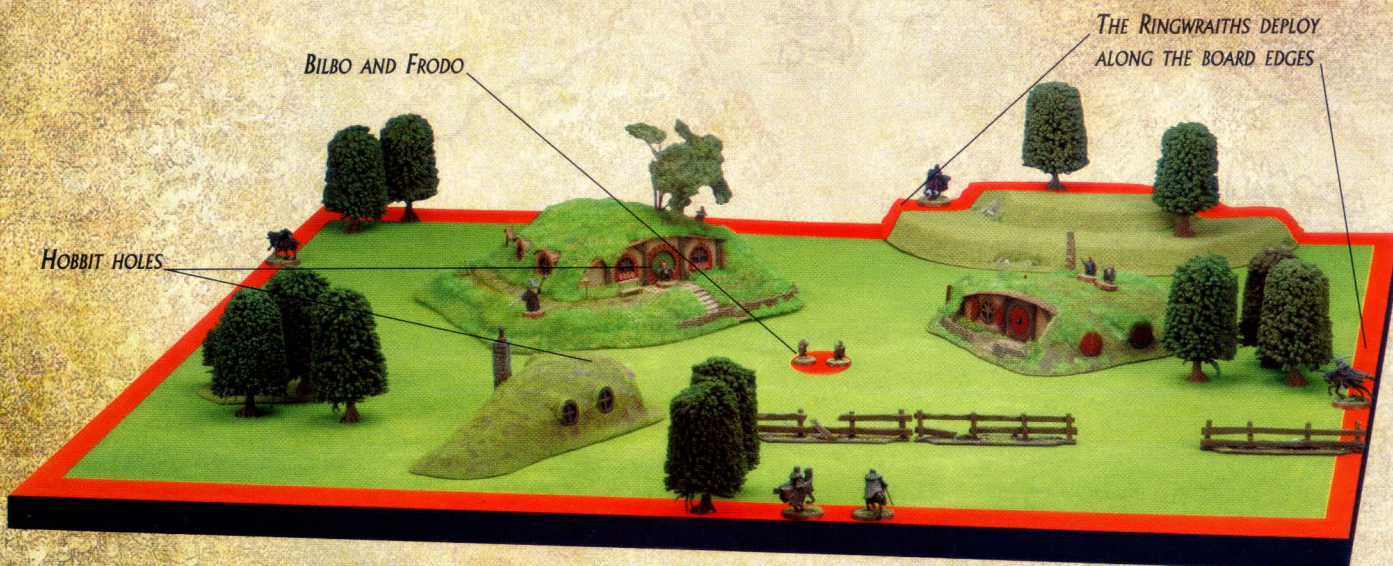
NB. In this Battle Game Bilbo wears the Mithril Shirt and carries Sting. The bonuses for these are reflected in his profile.

The Gaming Area

This Battle Game is played on a 120cm/4' square battlefield. The Good player places the Hobbit holes, from this Pack's Modelling Workshop, anywhere on the board that is at least 14cm/6" from the edges (rules for the Hobbit holes are covered in the Special Scenario Rules). Once the Hobbit holes have been placed, use fences, trees, rocks and hills to fill out the rest of the board as shown below.

Starting Positions

The Evil player splits his Ringwraiths up among each of the four board edges, placing a single model on three edges and two on the remaining one, as shown. The Good player places Bilbo and Frodo in the centre of the table, Sam is set up touching one of the hobbit hole doors and Merry and Pippin can be set up anywhere on the table as long as they are at least 30cm/12" from Bilbo, Frodo or Sam as well as any of the Ringwraiths. Finally, set up Gandalf anywhere on the table at least 30cm/12" away from Bilbo, Frodo and the Ringwraiths.





Special Scenario Rules

The Ring

For many years Bilbo was the keeper of The One Ring, though neither he nor Gandalf were fully aware of its true nature or the depth of its evil. In this Battle Game, Bilbo carries The Ring instead of Frodo and uses its rules from Pack 25's Playing the Game.

Unarmed

In this scenario Frodo, Merry and Pippin use the 'Unarmed' Special Scenario Rule presented in Pack 50's Playing the Game.



◀ **RINGBEARER**
Bilbo found The Ring long ago on one of his adventures.

► **CHARGE THE HOBBIT**
As Pippin is the closest model in charge range, the Ringwraith must move into combat with him.



Confusion

As the Ringwraiths gallop into the centre of Hobbiton, the party guests scatter in fear. Unsure of who actually carries The Ring, the Nazgûl will attack any model that crosses their path in their desperate search for their master's prize. At the start of the Evil player's Move phase, check to see if any Ringwraith is within charge range of one or more Good models, and if so move it into contact with the closest enemy. If, at the start of the Evil player's Move phase, Bilbo is wearing The Ring then all of the Ringwraiths must move toward him, charging into combat if possible. Being forced to move into combat or toward the Ringbearer does not interfere with the Ringwraiths' ability to use magic.



▲ CALL OF THE RING

Because Bilbo has put on The Ring, all of the Ringwraiths converge on the unlucky Hobbit.





Fireworks

Merry and Pippin have stolen some of Gandalf's fireworks, intending to set them off themselves – but now they can use them against the Black Riders. This means that if they win a combat against a Ringwraith, even with the assistance of other models, then the Ringwraith must move its full distance away from the Hobbit in addition to the 2cm/1" it is pushed back for losing. In addition, once during the battle, if they do not move, they may shoot their fireworks at a Ringwraith up to 30cm/12" away, using their Shoot value of 3+. Resolve the hit with a Strength of 6. Once a Hobbit has used his fireworks in this way, he no longer benefits from any of the fireworks special rules.

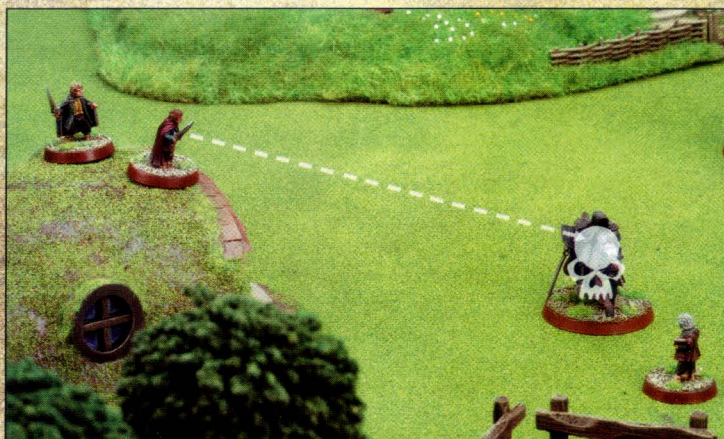
➤ GOOD SHOOTING

Pippin blasts the Ringwraith from the saddle using an explosive firework.



▲ STAY BACK

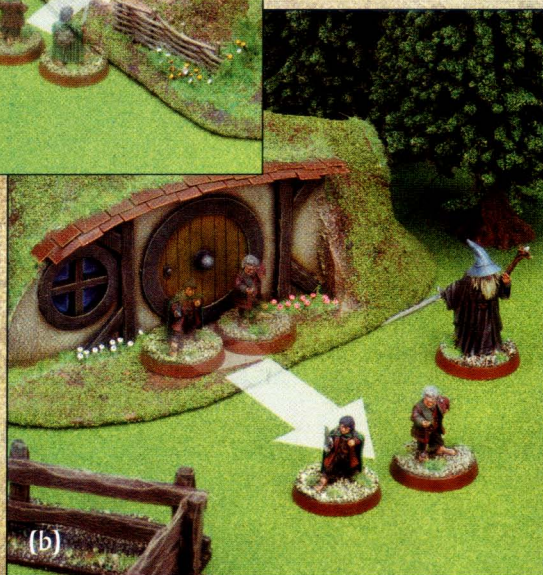
Merry helps Gandalf drive away the Ringwraith with his burning fireworks.



(a)

▲ ➤ UNDER THE HILL

Frodo and Bilbo use the Hobbit holes to move to the far side of the battlefield.



(b)

The Hobbit Holes

The Hill in Hobbiton is filled with cosy little Hobbit holes, many of which are large abodes with many ways in and out. Any Good model that ends its move touching the door of a Hobbit hole can, if it chooses, enter the dwelling (pic a). Remove the model from the table. In the following turn the model must exit from any of the Hobbit holes on the table, counting its movement as starting from the dwelling's door (pic b). Models must always exit the turn after they entered. In addition a model cannot enter a Hobbit hole in the same turn it exited from one.

WINNING THE GAME

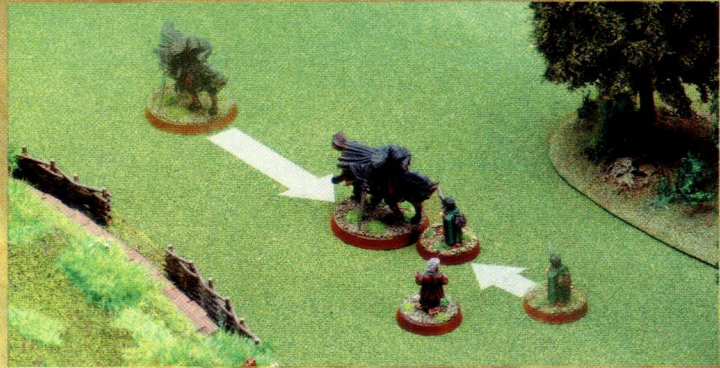
- The Evil player wins if, at the end of any turn, Bilbo has been killed.
- The Good side wins if, at the end of any turn, only one or two Ringwraiths remain.
- The game is a draw if both sides complete their objectives in the same turn.



GOOD TACTICS

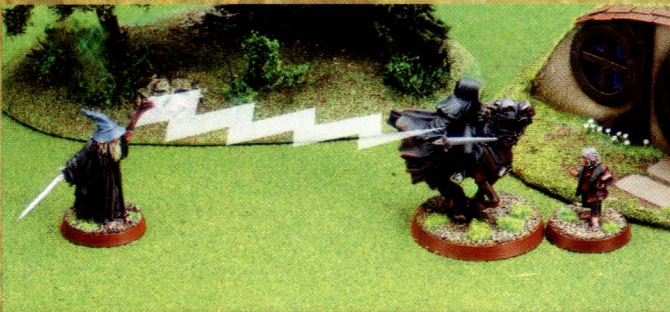
Distract the Ringwraiths

While the Hobbits will have difficulty defeating a Ringwraith in combat, they can be very useful in drawing them away from Bilbo. As the Ringwraiths will be forced to charge the closest model if they are in range, you can use a Hobbit or two to guard Bilbo. These bodyguards can be used to aid Bilbo in his combats, increasing his chances of winning, or alternatively be placed in the path of a charging Ringwraith so that Bilbo can escape.



▲ BODYGUARD

Frodo moves in front of Bilbo forcing the Ringwraith to charge him instead.



▲ GOOD WIZARDRY

Gandalf Immobilises Bilbo's opponent, protecting the Hobbit from harm.

Gandalf's Magic

As the Good player, one of the most potent weapons at your disposal is Gandalf's magical power. His range of spells can be important in protecting Bilbo from the attentions of the enemy, as well as striking down the Ringwraiths from a distance. Using Gandalf's Immobilise power can be vital to keeping your Hobbits alive, as well as increasing your chances of killing the Ringwraiths. To this end, it is worth trying to keep the old Wizard close enough to Bilbo to aid him with magic if needed.



▲ EVIL OF THE RING

Bilbo is Compelled to put on The Ring and betray his presence to the Nazgûl.

EVIL TACTICS

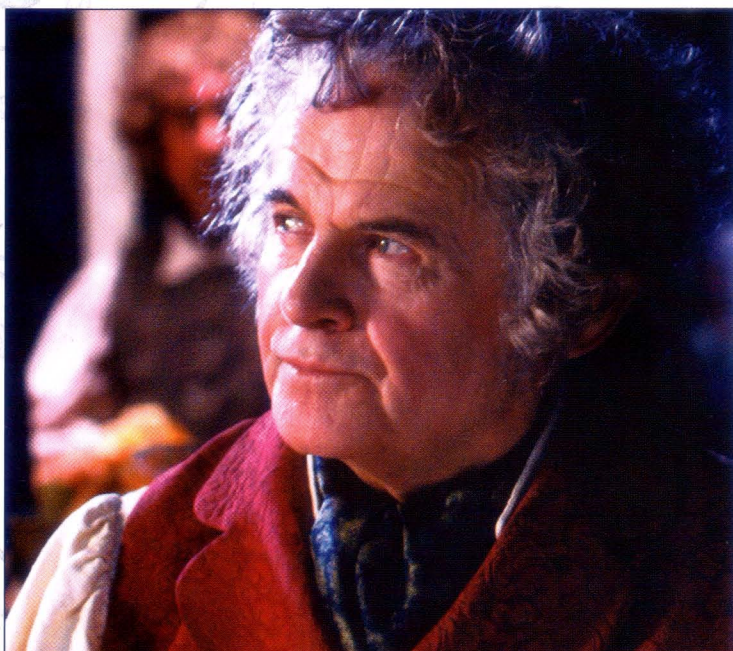
Nazgûl Sorcery

All of the Ringwraiths have magical abilities and using these powers can be important to victory for the Evil side. Try using the Compel power to make Bilbo put on The Ring, as this will make it easier for your Ringwraiths to kill him. As long as Bilbo wears The Ring your models will move toward him and there is a chance each turn that he will succumb to the power of The Ring and you can move him toward your Nazgûl. In addition, when battling against a model wearing The Ring, the Ringwraiths do not lose a point of Will at the end of the fight.



Bilbo Baggins™

During an earlier adventure with Gandalf, it was Bilbo Baggins, a Hobbit of the Shire, who came into possession of The One Ring after it was lost by Gollum. Here, we show how to paint your Bilbo miniature, included with this Pack.



After finding The One Ring, Bilbo Baggins had no idea of the vast power contained within it. All the Hobbit knew is that The Ring, when placed on his finger, granted him the ability to turn completely invisible. Since the time The Ring came into his possession, Bilbo has remained in the Shire, living at Bag End. However, the danger he is placed in by The One Ring becomes ever more apparent as the Nine Riders emerge from Minas Morgul, intent on reclaiming The Ring for their master.

Here, we will show you how to paint the Bilbo miniature included with this Pack, using the various techniques you have learnt in previous Painting Workshops. In addition, we show you how you can add an extra level of detail to the base of your figure.

◀ ADVENTUROUS HOBBIT

Bilbo's discovery of The Ring ultimately leads to the events of the War of The Ring.

PAINTING ESSENTIALS

PAINTS REQUIRED

TANNED FLESH
DWARF FLESH
FORTRESS GREY
SCORCHED BROWN
CHAOS BLACK
SKULL WHITE
BLEACHED BONE
DARK ANGELS GREEN
SNOT GREEN
YELLOW INK

DARK GREEN INK
GRAVEYARD EARTH
BROWN INK
BLACK INK
TERRACOTTA
BLOOD RED
RED INK
VOMIT BROWN
SCAB RED
DARK FLESH

RED GORE
CATACHAN GREEN
CAMO GREEN
ROTTING FLESH
FLESH WASH
MAGENTA INK
MITHRIL SILVER
TIN BITZ
SHINING GOLD
BURNISHED GOLD



► The deep shading from the base colour helps emphasize Bilbo's aged face.



1 Skin and Hair

To paint Bilbo's skin, begin with a base colour of Tanned Flesh. Next, add a layer of Dwarf Flesh, leaving the base colour showing only in the deepest recesses. To highlight the skin, add increasing amounts of Fortress Grey to Dwarf Flesh and apply this in a series of layers to the raised areas. Give the hair a base colour mixed from equal parts of Scorched Brown and Fortress Grey, along with a small amount of Chaos Black. To highlight this, add increasing amounts of Fortress Grey to the mix. For the final highlights on the hair, use a mix of equal amounts of Fortress Grey and Skull White.



▲ Using grey to highlight the skin gives Bilbo an old, world-weary appearance.



◀ Highlight the hair with careful drybrushing.

2 Shirt and Cravat

Although they are only small areas, taking the time to paint Bilbo's collar and cravat will add to the level of detail on the miniature. First, paint the collar with a mix of Fortress Grey, Bleached Bone and Skull White. Leaving this showing in the recesses, apply a highlight layer on top of this, adding more Skull White to the mix. Finally, apply pure Skull White to the very edge of the collar.

The cravat can be painted with a base colour of Dark Angels Green. Highlight this first with a layer of Snot Green, mixed with a little Dark Angels Green, then by adding Bleached Bone to the mix. Finally, apply a wash mixed from equal amounts of Yellow and Dark Green inks, thinned down with a little water.



▲ When applying the ink wash, be careful that it doesn't run onto areas of the model you have already painted.



▲ Your figure is now ready for the rest of the clothing to be painted.



3 Trousers

To paint Bilbo's trousers, use the Chaos Black undercoat as the base colour. Over this, apply a series of layers, adding increasing amounts of Graveyard Earth to the base colour. Once the mix contains only a tiny amount of Chaos Black, add Bleached Bone for the final highlights. To darken the overall colour of the trousers, apply a thinned-down wash mixed from Brown and Black inks.

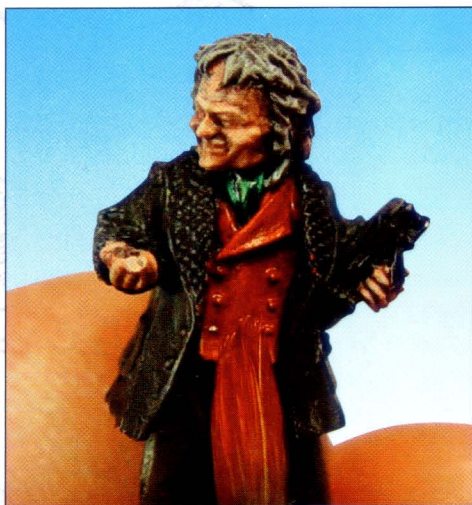


◀ The mix of colours, combined with the ink wash, give the trousers the appearance of faded black cloth.

4 The Waistcoat

To paint the bright red of Bilbo's waistcoat, begin with a base colour mixed from equal amounts of Terracotta and Blood Red. To provide shading, apply a thinned down wash mixed from Red and Brown inks, then reset the base colour. Next, apply a layer of Blood Red, then further highlights by adding Vomit Brown to Blood Red. Highlight the very edges of the waistcoat with Vomit Brown. Finally, give the whole area a wash with Red ink.

◀ The final ink wash makes the waistcoat a bright, vibrant shade of red.



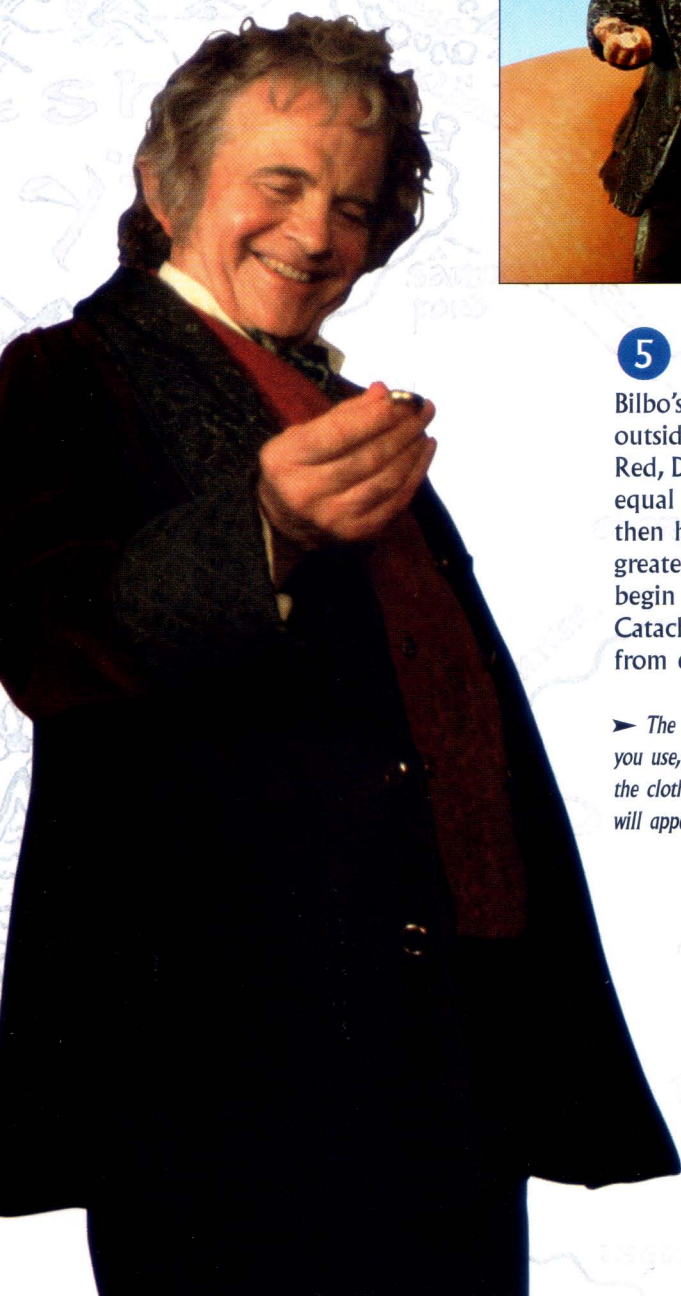
5 Finishing Details

Bilbo's jacket is a deep, rich red colour, with a dark green lining. For the outside of the jacket, begin with a mix made from equal amounts of Scab Red, Dark Flesh and Chaos Black. Give this a thinned down wash mixed from equal amounts of Red, Brown and Black inks. Reset the original base colour, then highlight the jacket using the layering technique, adding progressively greater amounts of Red Gore to the original base colour. For the lining, begin with a base colour of Catachan Green. Highlight this with a mix of Catachan Green, Camo Green and Rotting Flesh. Finally, apply a wash mixed from equal amounts of Dark Green and Yellow inks.

► The more layers you use, the smoother the cloth of the coat will appear.



▲ All that is left to paint are the accessories and details.





6 There and Back Again

To paint the pages of Bilbo's book, begin by applying a base colour of Bleached Bone mixed with Skull White. Give this a very thin wash of Brown ink to define the pages. For the cover, start by painting it with a mix of Scab Red, Dark Flesh and Scorched Brown. Next, apply a coat of Scab Red mixed with Red Gore, leaving the base colour showing only in the creases of the cover. To highlight the edges of the book, add Bleached Bone to this mix. After this, give the cover a wash with a mix of Flesh Wash and Magenta ink. Pick out the emblem on the book using Mithril Silver.



◀ You will probably need more than one coat of Bleached Bone to cover the undercoat.

► Keeping the final highlights small will give the buttons a shiny appearance.



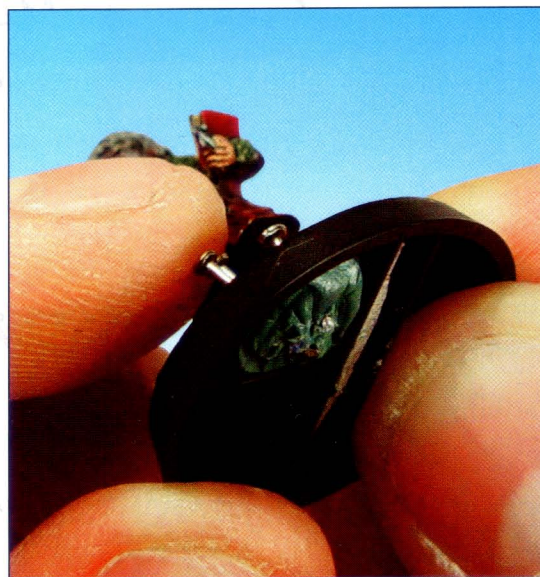
7 Gold Details

To paint The Ring and the gold buttons on Bilbo's jacket and waistcoat, first paint over them with a mix of Brown and Black inks. Once this is dry, paint them with a mix of Tin Bitz and Shining Gold. Follow this with a coat of Shining Gold. Finally, highlight The Ring and the buttons with Burnished Gold.

8 Base Detailing

If you wish, you can add an extra level of detail to the base with the addition of flowers matching those on the Hobbit Holes from this Pack's Modelling Workshop. To allow you to attach the pins to the base, drill a hole through it using a pin vice. Cut the pins to the appropriate length, then glue them into the resulting holes. Once the pins have been attached to the base, you can texture and paint the base to match your other miniatures. Paint the flowers to match those on your Hobbit Holes, as described in the Modelling Workshop on Page 21.

► You may find that a small blob of modelling putty will help hold the pins in place under the base.



▲ Bilbo is now ready to continue his adventures in Middle-earth.



Hobbit[™] Holes

The peace-loving Hobbits' affinity with the earth is such that they choose to live beneath it, in homes that have all the comforts a person could need. In this Modelling Workshop, we show you how to build these Hobbit holes for your games.



Although in the time of the War of The Ring, many Hobbits build their homes of stone or wood above ground, some still choose to live as their ancestors did in Hobbit holes. These holes, or Smials as the Hobbits call them, are burrowed deep into the sides of hills, banks or valleys. They are very homely places filled with everything you would expect in a normal home – kitchen, dining room, bedrooms, reception room and usually several fully stocked larders. One of the most famous Hobbit holes is Bag End in Hobbiton, home of both Bilbo and Frodo Baggins. Here, we will show you how to make a simple Hobbit hole, which you can use as a basis for your own Shire terrain.

◀ HOME COMFORTS

Bilbo has spent years making a comfortable home for himself in the Shire.

YOU WILL NEED

Modelling Essentials

In addition to the usual Modelling Essentials detailed in Pack 35, you will need:

HARDBOARD
COPING SAW
2½CM/1" THICK
STYRENE
SANDPAPER

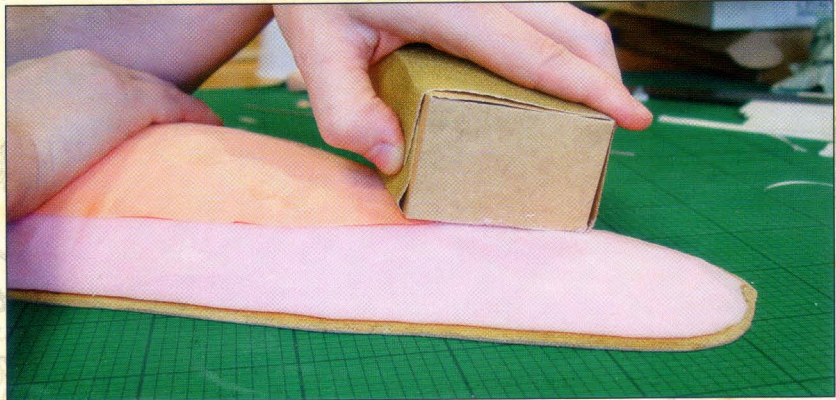
FOAM CARD
CAVALRY BASE
BALSA WOOD SHEET
THIN CARD
NOTICE BOARD PIN
INFANTRY BASE
MATCHSTICKS

SMALL COIN
MASKING TAPE
PLASTER FILLER
PUSH-PIN
PLASTIC CARD
DRESS PINS
ACRYLIC PAINTS



1 The Hill

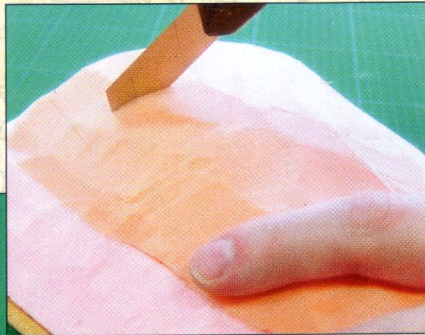
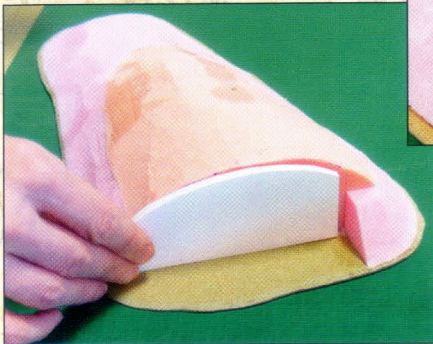
A good way to create the impression that the Hobbit hole is underground is to build a hill with a door at one end and the other sloping down toward the base. To create the hill, first draw a tapering oblong onto a piece of hardboard so that one end is thinner than the other. Cut this out with a coping saw and glue two sheets of 2½cm/1" thick polystyrene to the top. Next, trim away the polystyrene with a sharp knife or hotwire cutter, creating a hill. Trim the hill in such a way so that it has a consistent slope falling from the thick end of the oblong down to the thin end. Finally, smooth off any rough edges with some sandpaper.



▲ GENTLE SLOPE
Sandpaper will get rid of any rough edges, creating gentle rolling hills.

► RECESSED FRONT

Cut away a 2½cm/1" thick section from the front to create a suitable recess for the fascia.



◀ THE FASCIA

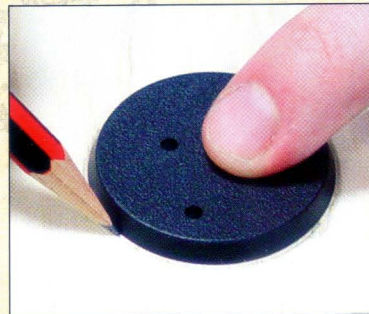
Make a foam card fascia to fit in the recess, but do not glue it in place yet.

2 The Front Fascia

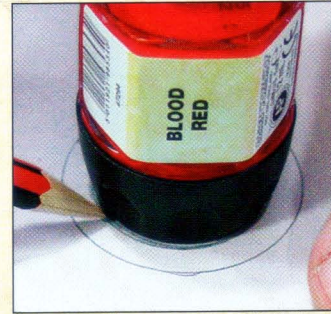
The whole doorway area is a fascia made from foam card and balsa wood, constructed to look like the front of a Hobbit's home. To make this, first cut a section away from the front of the hill, creating a recess where the fascia will go. Use a sharp knife and try to cut as straight and as level as you can. The cut does not have to go all the way across the front of the hill – leaving a little at the corners can make it look more natural. Once the section is cut away, place a piece of foam card flush against the recess and draw around the curve of the hill. Cut this shape out to leave the fascia, upon which the doors and windows will be placed.

3 Circular Doors

Hobbits usually have round doors on their homes. To create one for your model use a spare cavalry base as a template. Draw around the base onto a sheet of balsa wood, score the wood to create planks and then cut the circle out. Next, draw around the base again, this time onto a thin piece of card. Mark a smaller circle within it, using a paint pot lid or something similar to draw around. Cut out the resulting ring and glue it over the balsa door to create a doorframe. Finally, a bead or noticeboard pin can be glued in the centre to create the handle.



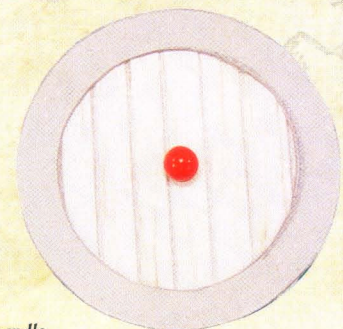
▲ CONVENIENT TEMPLATE
Drawing round a cavalry base creates an appropriately sized circle.



◀ DOORFRAME
Mark out a thin ring of card, which will be used to create the doorframe.

► DOOR KNOB

This noticeboard pin makes an ideal door handle.



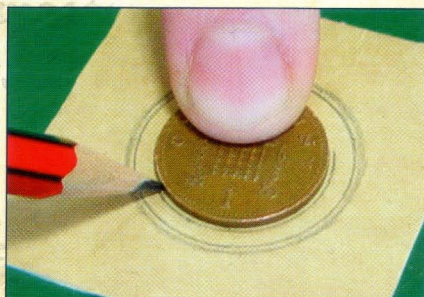
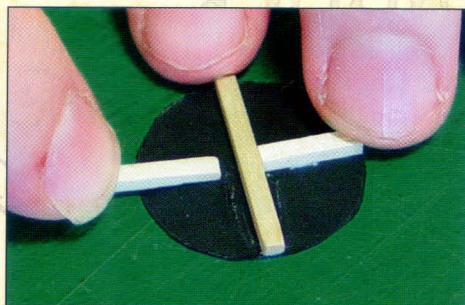


4 Windows

Hobbit windows are also round, and a spare base from a model warrior makes a good template for these. First, draw around the base onto a piece of thin card and then cut this out. Using matchsticks, create a cross-piece in the centre. Next, a window frame needs to be made. To create this draw a circle that is slightly larger than a warrior's base on thin card. This is to help the window attach to other parts of the Hobbit hole in later steps. Next, draw a smaller circle within this, creating a ring. Finally, cut this ring out and attach it to the front of the window.

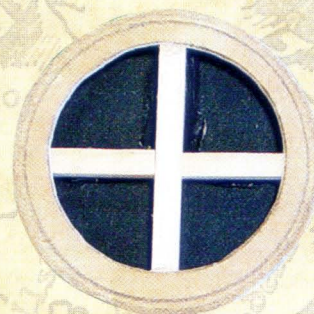
► CROSS-PIECE

Use matchsticks or thin balsa rod to create the cross-piece of the window.



◀ SMALL COIN

Using round items of appropriate size, such as this coin, makes it easier to draw circles.



▲ WINDOW FRAME

With the frame attached, the window is complete and ready to be added to the fascia.

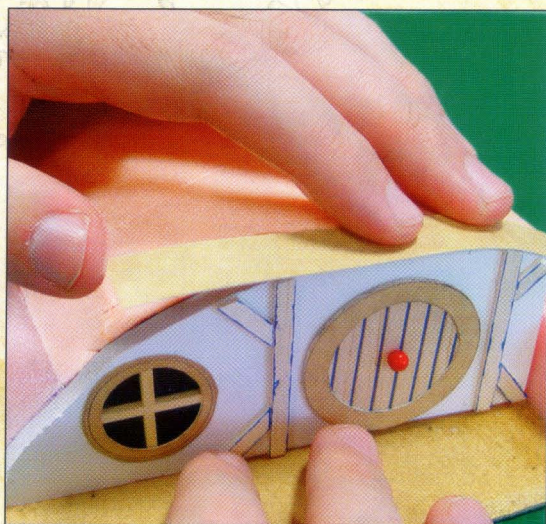
► PERFECT FIT

If you used the same template to create both the window and the hole, these two pieces should fit neatly together.



5 Detailing the Fascia

Once you have your fascia, door and window ready it is time to put them all together. Start by cutting out a hole the same size as a warrior's base, on one side of the fascia. Glue the window into the hole – you'll find that the slightly larger window frame helps it sit flush. Toward the other side, glue the door directly onto the front of the fascia. To this you can add some beams made from thin balsa wood. Once you have added all this detail, glue the fascia into the recess you cut earlier. Finally, glue a thin strip of card across the top to provide an anchor for the tiles in Step 7.

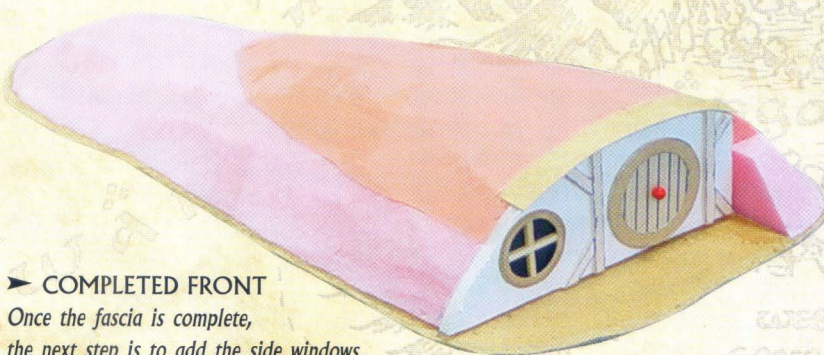


▲ PREPARATION

This card strip completes the fascia and provides a platform for the tiles later.

'Things are made to endure in the Shire.'

BILBO™



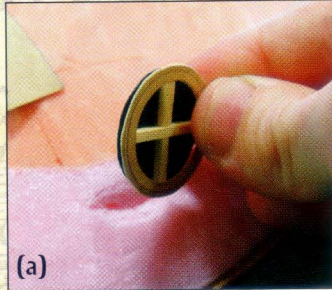
► COMPLETED FRONT

Once the fascia is complete, the next step is to add the side windows.



6 Side Windows

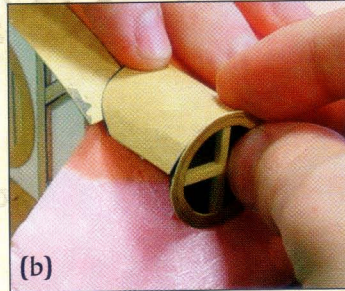
If you like, you can add windows to the side of your Hobbit hole. To do this, first construct a window as shown in Step 4. Next, cut a piece out of the styrene making a small crescent ledge in which your window will sit in as shown (pic a). Create a roof for the window from a piece of thin card, contoured at one end to follow the curve of the hill, and attach it (pic b). Finally, cover all the gaps with strips of masking tape and then put a layer of plaster filler over that to provide texture (pic c).



(a)

▲ WINDOW LEDGE

This small ledge allows the window to be glued securely to the side of the Hobbit hole.



(b)

◀ WINDOW TOP

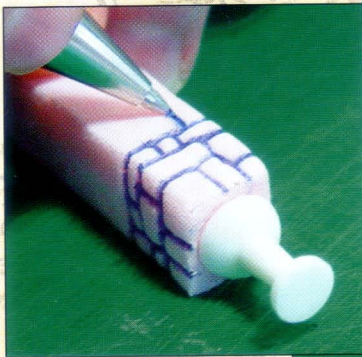
The curved card makes a suitable roof.



(c)

► FINAL WINDOWS

The plaster filler covers all the joins and provides texture.

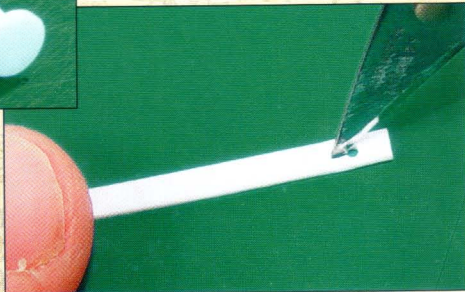


◀ CHIMNEY

Draw the bricks straight onto the polystyrene to create the chimney.

► KEYHOLE

It is easier to create the keyhole before cutting the lock from the plastic card.



◀ MIXED FLOCK

Using both green and brown flock creates a more realistic appearance.

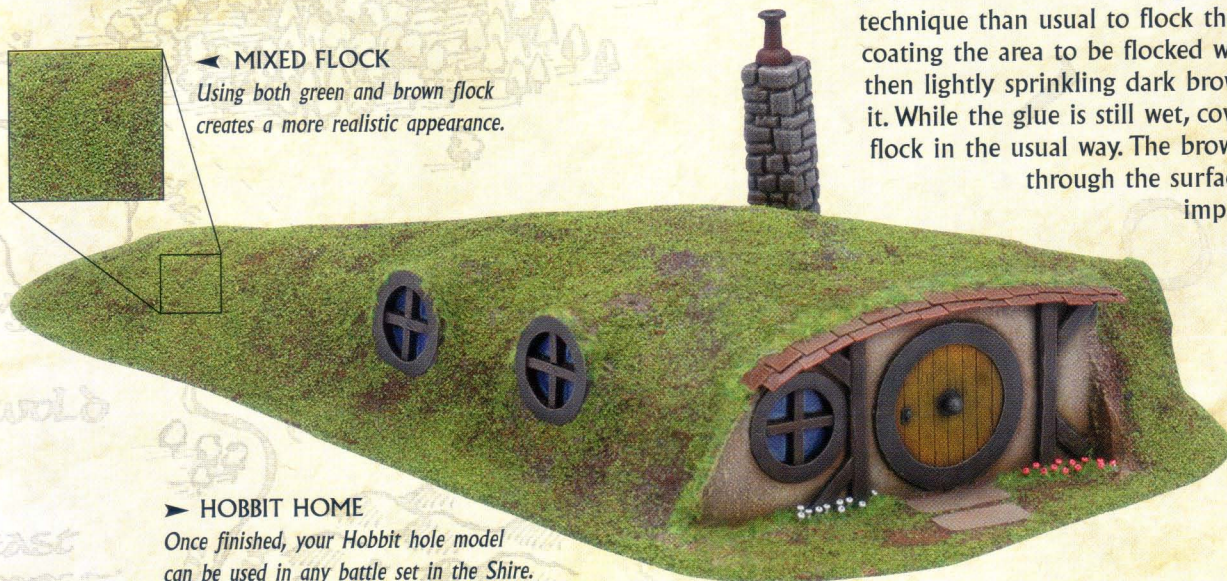


7 Details and Painting

The chimney can be made from a column of polystyrene with a suitably shaped push-pin on top and brickwork drawn on with a pen. The lock for the door is made from a thin strip of plastic card with a keyhole carefully cut into it, with a dress pin for a handle. Roof tiles are added to the front, made from several small squares of card. Finally, apply textured paint to the hill and fascia while avoiding getting any on the wood. Afterwards, apply a black undercoat and paint the model in whatever appropriate colours you like. Refer to Pack 54's Modelling Workshop for tips on what colours to use on the various parts of your Hobbit hole. Details – such as flowers made from painted dress pins – can be added. Finally, add flock to the model to finish it off. We used a slightly different technique than usual to flock the model. Try coating the area to be flocked with PVA glue, then lightly sprinkling dark brown flock over it. While the glue is still wet, cover it in green flock in the usual way. The brown will show through the surface, giving the impression of soil.

► HOBBIT HOME

Once finished, your Hobbit hole model can be used in any battle set in the Shire.



IN YOUR NEXT GAMING PACK...

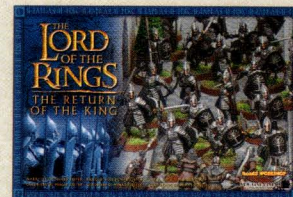
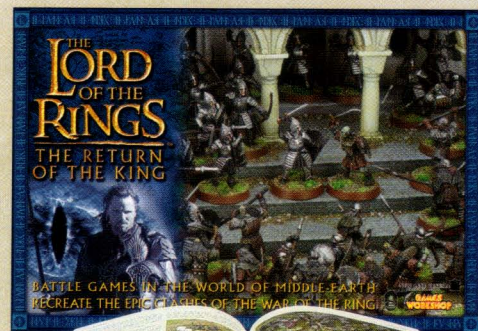
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