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# THE LORD OF THE RINGS

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— in Middle-earth —

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SARUMAN LAUNCHES  
HIS ASSAULT ON EDORAS!

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# THE LORD OF THE RINGS

## BATTLE GAMES 52

— in Middle-earth™ —

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# Shieldmaiden of Rohan™

*Bold and beautiful, Éowyn is fiercely loyal to the king and the people of Rohan. Skilled with a sword and possessed of a fiery temper, the lady of Rohan is a match for any man and longs to prove her worth in battle instead of being left behind.*

With her uncle, King Théoden, cowed by the sorceries of Saruman and her brother Éomer banished, Éowyn is left alone and desperate, fending off the plots and vile advances of Gríma Wormtongue, Saruman's servant and spy. All this she faces without fear, caring only for the well-being of her people and the continued freedom of her realm. When

Gandalf and the heroes of The Fellowship arrive in Edoras, Éowyn is at first wary of these newcomers. However, as it becomes clear they mean to help, she quickly warms to them, especially

*'I fear neither death nor pain.'*

ÉOWYN™

Aragorn, in whom she recognises a noble warrior spirit. None of this, however, dulls her desire to fight for what she believes in. After being denied the chance to ride to war with her kinsmen, Éowyn is forced to disguise herself as a man, so she at last has the chance to prove herself in battle.

In this Pack of *Battle Games in Middle-earth*, we continue our journey across the lands of Rohan. In *Playing the Game*, we look at the foul and murderous tactics of Isengard, while in the *Battle Game* we present the first part of our 'Assault on Edoras' battle report. In the *Painting Workshop*, we show you how to paint your Éowyn miniature and in the *Modelling Workshop*, we look at how to create imposing Rohan Palisades.



## ► WARRIOR PRINCESS

Éowyn is a skilled fighter with a fiery temper.





# The Army of Isengard™

*Driven to madness by his lust for power, Saruman the White amasses a mighty army at his Isengard stronghold. In this Pack's Playing the Game, we take a closer look at ways of using an Isengard force in your Battle Games.*



For hundreds of years, Saruman the White has occupied the Tower of Orthanc, studying the lore of the Rings of Power. Corrupted by his desire to control The One Ring and his contact with Sauron through the Palantír, he turns against the Free Peoples of Middle-earth. Through his agent, Gríma Wormtongue, he saps the will of Théoden, King of Rohan, and begins the creation of a vast army of Uruk-hai to seize control of the neighbouring realm. These evil creatures march to war against the Free Peoples not under the Red Eye of Sauron, but the White Hand – the mark of Saruman.

Here, we examine the various options available to a player commanding an army of the White Hand. These range from the ferocious Uruk-hai shock troops bred in their thousands by Saruman – some equipped with infernal siege weaponry created in the workshops of Isengard – to the White Wizard himself, one of Middle-earth's most potent practitioners of the magical arts.

## ◀ EVIL HORDE

*Saruman's vast army marches to war, intent on crushing all who oppose their traitorous master.*

## Choosing Your Force

The main basis of the army of Isengard is Saruman's fighting Uruk-hai. From previous Packs of *Battle Games in Middle-earth*, you should have an ample supply of these vicious troops, rules for which can be found in Pack 16. Backing up the main body of troops are various deadly machines of destruction. The rules for these are featured in Pack 31. To lead your army, you have the option of including Saruman the White himself, along with his underling Gríma Wormtongue. The rules for Saruman can be found in Packs 15 and 39 and those for Gríma in Pack 38.

## ► VARIED ARMAMENTS

*Uruk-hai are armed with an assortment of weapons.*







## Weapons and Armour

One of the biggest advantages of the Isengard Uruk-hai is the fact that their basic troops all come equipped with heavy armour. Their impressive Defence can be increased even further by equipping them with shields, but is sufficiently high that they are durable even when armed with weapons that cannot be combined with shields. One such weapon is the pike, which is available exclusively to the Uruk-hai of Isengard. When used correctly, this weapon can be devastating to enemy forces. The key is to manoeuvre your pike-armed warriors into a position where two can support one of your models in a fight. The engaged model will gain the benefit of two additional attacks, while the Uruk-hai with pikes are immune to any retaliatory attacks. This is particularly effective when used to support shield-armed models, due to their high Defence value.



### ▲ SUPPORTING PIKES

*This formation of Uruk-hai comprises sword-armed models supported by pikemen, allowing each model at the front to bring 3 attacks to bear.*

## Isengard Shooting

Another weapon that is available only to White Hand Uruk-hai is the crossbow. At the expense of being unable to move at all if you wish to shoot, the crossbow offers superior range and stopping power to the normal Orc bow. This makes them highly effective against enemy troops with a high Defence, but they rely on being well positioned from the outset of a game, otherwise they will waste valuable shooting time redeploying.

The other missile weapon available to your troops is the Orc bow. Although compared to the crossbow it may seem unappealing, it does allow your troops to retain a degree of manoeuvrability that is lost when warriors are equipped with crossbows. Unlike crossbows, bow-armed models can volley fire, which can be a very useful ability in the right circumstances. In addition, due to their superior ability to hit a target, Uruk-hai with Orc bows are more effective than similarly equipped Orcs.

### ▲ DEADLY WEAPONRY

*Although cumbersome, the Uruk-hai crossbow is the deadliest ranged weapon available to any army.*



### ◀ ISENGARD ARCHERS

*With their good Shooting value, Uruk-hai armed with missile weapons are a force to be reckoned with.*

## Siege Troops

Another exclusive element of the army of Isengard is its specialised troops and weaponry. Created by Saruman through an arcane combination of science and sorcery, these devices can prove devastating when used in sieges. Bomb teams and the siege ballista can, in a siege situation, tip the balance of a game in the favour of Saruman's forces if correctly used. However, when employed outside their siege remit, such specialised troops and equipment are greatly reduced in their effectiveness, so it is important to decide whether the scenario you are playing lends itself to their use.



### ◀ DEVASTATING EXPLOSIVES

*In a siege, using both bomb teams and battering rams will double your chances of breaching the walls.*



## Captains and Elite Troops

Although the army of Isengard has less access to specialised, elite troops than most forces, your basic Uruk-hai warriors are the equals in many respects to other armies' elites. Even more vicious than the standard Uruk-hai, however, are the maniacal Berserkers. The combination of a high Defence, two Attacks, the option of using their sword either as a single- or two-handed weapon, and the fact that they will never fail a Courage test make them a formidable foe for any Good player. Berserkers are most effective when supported by other Uruk-hai. Remember, however, that Berserkers may only be supported by pikemen if they are using their swords single-handed.



### ◀ MULTIPLE ATTACKS

Supported by the pike-armed warriors, the Berserker is unable to use its sword two-handed, but gains 2 additional Attacks, giving 4 in total.



### ▲ FEROCIOUS LEADERSHIP

Uruk-hai Captains are at their best in the thick of the fighting, where their ability to declare Heroic Actions and modify dice rolls is most useful.

In addition to the ferocious Berserkers, you have the option of choosing Uruk-hai Captains to increase the hitting power of your army. Although expensive in terms of points, Uruk-hai Captains are fierce warriors, having stores of Might, Will and Fate to give them an edge in battle, along with an extra Attack and Wound over the basic Uruk-hai profile. For a few more points you could choose to have your force led by Lurtz or Uglúk, who are even more powerful than normal Captains.



### ► ISENGARD CAPTAINS

Lurtz and Uglúk are two of the mightiest warriors in the armies of the White Hand.

## Isengard Cavalry

Like the army of Mordor, Saruman's forces have access to cavalry in the form of the fearsome Warg Riders. Fast and manoeuvrable on the field of battle, they can be a serious hindrance to the opposing force if used effectively. However, in order to get the most out of your cavalry, it is imperative that they are in a position to charge into combat with enemies, rather than vice-versa. When equipped with throwing spears, the Warg Riders' charge can be even more deadly, since they can potentially inflict casualties before reaching combat.



### ► OUTMANOEUVRED!

Thanks to their speed and agility, the Warg Riders are able to charge the Gondorian Rangers from behind, meaning they are trapped in the ensuing combat.

### ◀ REDIRECTED CHARGE

Killing his original target with his throwing spear, the Warg Rider is able to continue his charge into the warrior behind.







## The White Wizard

In command of the Forces of Isengard is Saruman, one of the most powerful sorcerers of Middle-earth. Particularly deadly is his ability to cast magic anywhere on the battlefield using the Palantír. With this, you can conceal Saruman out of harm's way, and devastate your enemies with magic from afar. In addition, he is sufficiently powerful to hold his own in combat, should the need arise. The only real drawback of choosing Saruman as part of your force is his high points value. However, he is the only magic user in the army of the White Hand, so you will have to decide if you are willing to expend the points to gain the benefit of his considerable abilities.



### ◀ THE PALANTÍR

*Despite his view being obscured, Saruman is still able to Transfix the Banner Bearer.*



### ◀ TREACHEROUS WORM

*With none of his store of Might remaining, Aragorn is robbed of the advantage of his free point, due to Gríma being nearby.*



### ► MASTER AND SERVANT

*Both Saruman and Gríma are useful additions to the army of Isengard.*

## Wormtongue

Although not terribly effective as a fighter, Gríma is a valuable asset to the forces of Isengard. His special rules make him very problematic for any Heroes on the Good side, drastically reducing their ability to modify dice rolls or perform Heroic Actions. Gríma is particularly useful if the opposing force includes Aragorn, as his abilities effectively negate Strider's free point of Might every turn.

In addition, the fact that Good models cannot strike blows against Gríma while Saruman is alive means he can continue to disrupt the Good side's plans throughout the game. However, it is important to make sure that Saruman stays alive when using Gríma, as the latter's low Fight and Defence values, coupled with the fact that he is unarmed, means that should his master perish, Gríma will not last long at the hands of the forces of Good. When using Gríma, be aware that although his points cost is relatively low, you are also required to have Saruman in your force. This effectively increases the points you must pay if you wish to use Gríma.

## Orcs of the White Hand

While Saruman's armies are comprised mostly of the Uruk-hai he has bred in the pits below Isengard, there are also a number of lesser Orcs in his service. To represent these, you could include Orc Warriors chosen from the 'Forces of Mordor' in Pack 24 in your Isengard army. While inferior in nearly every respect to the fighting Uruk-hai, Orcs can provide you with numerous cheap and expendable troops. In certain situations you may find that weight of numbers can prove more important than individual fighting prowess and it is in these circumstances that Orcs can prove useful.



### ◀ ISENGARD ORC

*This Orc bears the mark of the White Hand on its helmet, displaying its allegiance to Saruman.*





# Assault on Edoras™

In a decisive attempt to seize control of the kingdom of Rohan, Saruman's forces launch an all-out assault on Edoras. Here, we present a Battle Report following Richard and Mark as they play the final game in our 'Saruman's War' campaign.



In this Battle Game, we present a scenario looking at what might have happened if Théoden had decided to stay and face Saruman's army at Edoras rather than retreating to Helm's Deep. The remnants of The Fellowship of The Ring, along with the Heroes and Warriors of Rohan, must defend the city of Edoras from the army of the White Hand, personally commanded by Saruman himself. Meanwhile, having received word of Saruman's plans, Éomer and his banished company ride towards Edoras, hoping to reach the city in time to reinforce the beleaguered defenders and turn the tide of the battle.

This latest Battle Report follows the fortunes of Mark and Richard as they play this, the final game in the 'Saruman's War' campaign, the details of which can be found in Pack 50. Having played three games in the campaign already – each having an effect on the troops available to them – it is this concluding battle which will determine the overall winner of the campaign.

## ◀ DETERMINED ASSAULT

Saruman's army charges forwards to attack the gates of Edoras.

## THE COMBATANTS

For this Battle Game, the Good player will require Théoden, Háma, Éowyn, Gamling, Gandalf the White, Legolas, Gimli, Aragorn, Éomer, a Warrior of Rohan with a banner, 19 other Warriors of Rohan, six Riders of Rohan and the Royal Guard Banner Bearer. The Evil player will need Saruman, Gríma, 3 Uruk-hai Captains, 10 Uruk-hai Warriors with hand weapons and shields, 10 Uruk-hai Warriors with pikes, 1 Demolition Charge Team, 2 Uruk-hai Berserkers, 6 Warg Riders and 12 Orcs.



▲ SHIELD MAIDEN OF ROHAN  
Disguised as a Warrior of Rohan, Éowyn joins the fight to defend her King and people.



▲ GUARDIAN OF MEDUSELD  
A metal Háma miniature will be included with Pack 53 of Battle Games in Middle-earth.





## BASE PROFILES

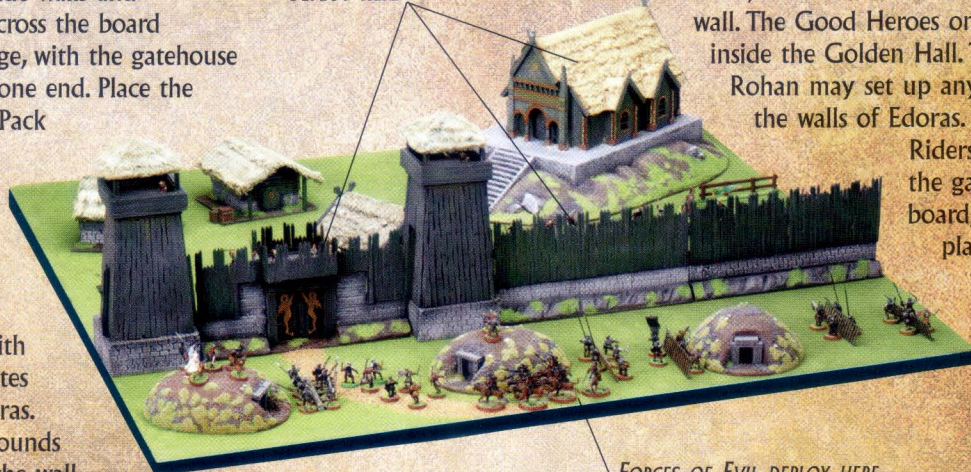
	F	S	D	A	W	C	Move	M	W	F
Théoden	5/-	4	6	2	2	5	14cm/6"	2	0	2
Háma	4/-	4	6	2	2	4	14cm/6"	2	1	0
Gamling	4/-	4	6	2	2	4	14cm/6"	2	1	1
Éowyn	4/-	3	4	1	1	5	14cm/6"	2	2	2
Gandalf	5/-	5	6	1	3	7	14cm/6"	3	6+1	3
Aragorn	6/3+	4	6	3	3	6	14cm/6"	3+1	3	3
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Gimli	6/4+	4	8	2	2	6	12cm/5"	3	2	2
Éomer	5/4+	4	6 (7)	2	2	5	14cm/6"	3	2	2
Saruman	5/-	4	5	1	3	7	14cm/6"	3	6+1	3
Gríma	2/-	3	3	1	1	3	14cm/6"	0	0	0
Uruk-hai										
Captain	5/4+	4	5	2	2	4	14cm/6"	2	1	1
Siege Trooper	4/-	4	5	1	1	3	14cm/6"	-	-	-
Berserker	4/-	4	6	2	1	8	14cm/6"	-	-	-

**NB.** The profiles for the remainder of the Good and Evil forces can be found in Pack 16 and 18's Playing the Game. All models are armed and armoured as depicted on the model.

## The Gaming Area

The game takes place on a 120cm/4' square board. Set up the palisade walls and watchtowers running across the board 30cm/12" from one edge, with the gatehouse between the towers at one end. Place the Meduseld model from Pack 51's Modelling Workshop in the corner furthest from the gatehouse, with a path running between the two. Place your Rohan houses, along with assorted fences and crates within the walls of Edoras. Position your burial mounds from Pack 40 outside the wall.

FORCES OF GOOD  
DEPLOY HERE



FORCES OF EVIL DEPLOY HERE

## Deployment

The Evil side deploys outside the walls of Edoras, at least 15cm/6" away from the wall. The Good Heroes on foot deploy inside the Golden Hall. The Warriors of Rohan may set up anywhere within the walls of Edoras. Éomer and the Riders do not begin the game on the board, but will enter play later, as described on page 8.



## Special Scenario Rules

### Treacherous Worm

If playing this game as part of the 'Saruman's War' campaign, Gríma's starting position is dependent on the outcome of the 'Restore the King' game from Pack 51. If it was won by the Good side, it is assumed that Gríma has been cast out of Edoras, and he must set up with the rest of the Evil side. Otherwise, his influence over Théoden remains, and he sets up using his normal rules.



◀ **SARUMAN'S AGENT**  
Gríma can be put to the best use if the Evil player has won the previous game in the campaign.

► **VAST ARMY**  
Given the distance of the walls from the table edge, it will take any 'recycled' models two turns to reach the palisade.



### Endless Horde

Saruman has amassed a huge army of Uruk-hai to launch his attack on Rohan. To represent this using the models you have, any Uruk-hai or Orc model that is killed will re-enter play from anywhere on the board edge outside Edoras, at the start of the Evil player's next Move phase. This rule remains in effect until Éomer's relief force arrives, as described below. Note that this rule does not apply to either Saruman or Gríma, or to the demolition charge after it is detonated, although the members of the Demolition Charge Team will 'recycle' as usual.

### Relief Force

While Saruman's forces attack Edoras, Éomer and a small contingent of his Riders are hurrying back to reinforce the defenders. Although not present at the start of the battle, this relief force will arrive at the start of the Good player's Move phase in Turn 10. They will move on from the board edge outside the walls of Edoras. Once Éomer and the Riders arrive, it is assumed that they have fought their way through the rearguard of the Isengard force, cutting off any reinforcements from the attack on Edoras. For this reason, after the start of Turn 10, the Evil side no longer gains the benefit of the Endless Horde rule.



### ▲ REINFORCEMENTS ARRIVE

Remember that on the turn they arrive, Éomer and the Riders cannot see any enemies at the start of their move, and therefore may not charge.

## WINNING THE GAME

- For the Evil side to win, they must either kill King Théoden, or move Saruman into contact with the throne of Rohan at the back of the Golden Hall by the end of Turn 24.
- The Good side wins if Saruman is slain, or if the Evil side has not won by the end of Turn 24.





# Saruman's™ War Campaign

*This Battle Report concludes our Saruman's War campaign. Richard's army of Isengard must break through the walls of Edoras and overcome Mark's defending Rohan force, allowing Saruman the White to conquer the land of Rohan.*

Following a victory for the Evil side in the 'Restore the King' game from the last Pack, Richard now has two wins compared to Mark's one. However, if Mark can achieve a win in this Battle Game, he will be the overall winner of the campaign, having successfully defended the lands of Rohan from the predation of Saruman the White. Making this even harder for him is the fact that Richard's win in the previous game allows him to set up Grima within the walls of Edoras, reducing the effectiveness of Mark's Heroes. Will Mark be able to prevail and win the day for the Good side?



## ► BESIEGED CITY

*Richard and Mark battle to decide the fate of Rohan.*

### Good Force

**Mark** – 'The basis of my plan was fairly simple – to keep Richard's forces at bay long enough so that Saruman would be unable to reach the throne of Rohan within the turn limit. This meant holding the defences for as long as possible. To this end, I deployed all my bow-armed Rohirrim on the gatehouse and the towers to either side, hoping they would be able to inflict enough casualties on Richard's siege specialists to reduce their effectiveness against the gate. In order to further reinforce the defence of the gate, I planned to move my Heroes out of the Golden Hall and towards the gatehouse as quickly as possible. If the Heroes could make it to the walls before Richard's forces managed to get through, I would stand a good chance of stopping the attackers dead in their tracks.'



▲ The defenders of Edoras, ready for battle.

### Evil Force

**Richard** – 'In this game, it was vital that my forces made it past the walls as quickly as possible. If I failed to do this by Turn 10, my army would find itself trapped between a wall and a contingent of angry Horse-lords. I decided to concentrate my efforts on the wooden gate – the weakest part of Edoras' defences. I hoped the combination of the battering ram and Demolition Charge Team would make short work of it, allowing my troops to spill in and cut Saruman a clear path to Meduseld. However, to give me an alternative if things went wrong, I sent a few Orcs and Uruk-hai to scale the walls with ladders, led by two of the Captains. I hoped the stores of Might provided by these Heroes would give them the edge in overwhelming the Rohirrim defenders.'



▲ Saruman's Evil horde, intent on the destruction of Rohan.



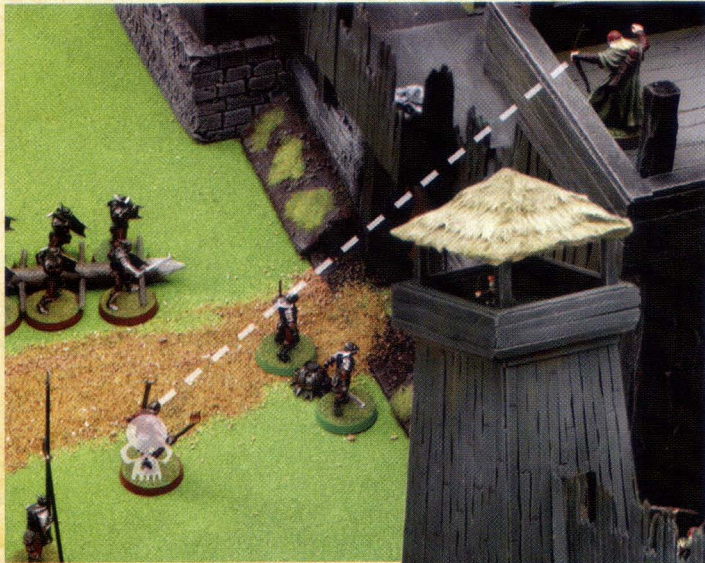


# Attack the Walls!

Turns 1-2

*At the start of the game, Saruman's army begin their attack, while the Good Heroes rush from the Golden Hall to bolster the defences, manned by the valiant Warriors of Rohan.*

## Siege Equipment



**i** In the opening turn of the game, Richard's siege specialists raced forwards in an effort to destroy the gates early on. Mark concentrated all his archers' shooting on the Berserker carrying the flaming brand, managing to kill him and ensuring that the bomb, deposited next to the gate, would not be detonated just yet. However, the battering ram fared better, managing to inflict a Batter Point on the gate.



## Left Behind

**T** Richard – 'Normally, winning Priority is considered to be a good thing. However, when I did so in the second turn of the game, it turned out to be less than advantageous. The Good Heroes outside the Golden Hall were blocking Grima's path in my Move phase, and then moved away from him in theirs, leaving him no opportunity to follow. This is because, despite his special rules, Grima is still an Evil model, and therefore cannot move into a Good model's control zone without engaging them in a fight. I realised from this point on that I would have to be quite cunning about how I manoeuvred this useful character in order for him to function as effectively as possible.'







## Raise the Ladders!



**ii** At the other end of the palisade from the gate, the Rohirrim steeled themselves to defend the walls as the Uruk-hai Captains and the Warriors under their command raised their siege ladders. Using the Palantir of Orthanc, Saruman attempted to Effortlessly Command one of the defenders away from the top of a ladder, but failed his roll to cast the spell. However, the Uruk-hai Captain on the ladder, despite fighting across a defended barrier, managed to kill both his opponents, moving over the palisade and onto the battlements.

### KEY

GOOD SIDE MOVES

EVIL SIDE MOVES

**T**

TACTICS



## Hail of Arrows

**iii** Realising that the bow-armed Rohirrim in the gatehouse and towers posed the greatest threat to his attempts to breach the gate, Richard returned fire with his own Orc archers, who were deployed on top of the barrows to give them the best field of fire. However, none of the archers passed their In the Way rolls, and their arrows thudded harmlessly into the wooden battlements. Meanwhile, Mark's archers were unable to open fire on the Warg Riders, which remained concealed behind one of the barrows, waiting to charge forwards once the gate was breached.







# The Gate Falls

Turns 3-4

Although Mark managed to keep the forces of Isengard at bay in the initial stages of the game, it seemed only a matter of time before the defences of Edoras were breached.



## Detonation!

**i** In Turn 3, the second brand-bearing Berserker, avoiding the fate of his predecessor, made it into contact with the demolition charge, detonating it. This inflicted another batter point on the gate, tearing it from its hinges and giving Saruman's army an entry point into Edoras. By this time the Siege Troopers had moved clear, but the Berserker and one of the battering-ram crew were slain in the resulting explosion.







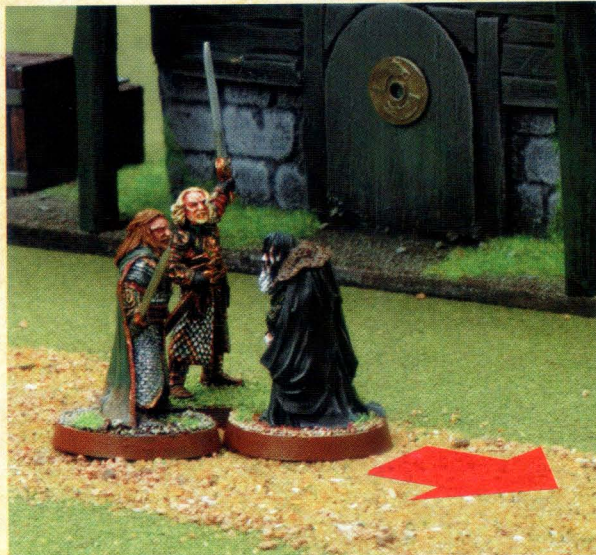
## Defending the Walls

**ii** At the other end of the walls, Mark made two successful rolls to push down the siege ladders. Two Uruk-hai were killed as they crashed to the ground. However, the Uruk-hai Captain already on the battlements spent a point of Might to slay the Rohirrim at the top of another ladder. This cleared the way for his comrades to cross the wall in the following turn.



**iii**

## Grima's Treachery



**iii** As the Heroes raced from the Golden Hall to reinforce the defence of the shattered gatehouse, Richard charged Gríma into combat with Théoden in an effort to slow their progress. To ensure no harm came to Rohan's king, Mark countered by charging in Háma to join the combat. Gríma's weak fighting abilities were no match for the combined power of two of Rohan's greatest Heroes and he was pushed back. Richard's aim was nonetheless achieved, with both Théoden and Háma ending the turn a full Move distance from the other Heroes.

## Next Pack...

Although Saruman's foul mix of science and sorcery has destroyed the gate, eight of Middle-earth's greatest Heroes are racing towards the breach. If they fare well, they may still be able to stave off the assault on Edoras. Will Saruman's evil plans reach fruition, or will Rohan be saved? This exciting Battle Report will be concluded in the next Pack of *Battle Games in Middle-earth*, as both sides go all out to secure victory.





# Éowyn™

*When Théoden denies her the right to fight alongside the rest of the Rohirrim at the Battle of Pelennor Fields, Éowyn dons a suit of armour and masquerades as a Rider of Rohan in order to enter combat, and prove her valour.*



**T**he Rohirrim are a proud, martial race but this tradition is not extended to their womenfolk. In their society, only the men are expected to ride and fight when the call to arms is made. This is not enough for Éowyn, Lady of Rohan. She sees no reason why she should not stand beside her countrymen and face down the enemy in order to protect the land she loves. When denied this right by Théoden, she disguises herself as a Warrior of Rohan and rides for Gondor and battle.

In this Painting Workshop, we show you how to paint your Éowyn model in her warrior guise, paying particular attention to her unique leather armour.

## ◀ WARRIOR OF ROHAN

Éowyn defends her uncle, the King, from the dreaded Witch-king of Angmar.

## PAINTING ESSENTIALS

### PAINTS REQUIRED

CHAOS BLACK  
TIN BITZ  
CHAINMAIL  
MITHRIL SILVER  
BLACK INK  
BROWN INK  
SCORCHED BROWN

BESTIAL BROWN  
SNAKEBITE LEATHER  
CATACHAN GREEN  
BLEACHED BONE  
VERMIN BROWN  
RED GORE  
SKULL WHITE

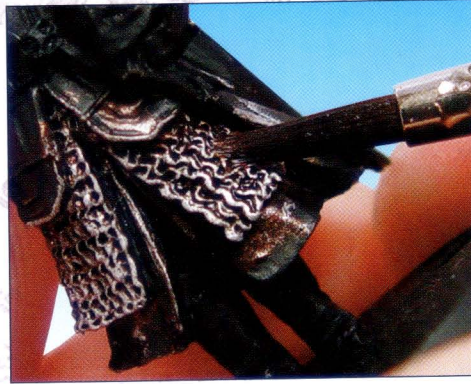
DWARF FLESH  
BOLTGUN METAL  
SHINING GOLD  
ELF FLESH  
TANNED FLESH  
BUBONIC BROWN





## 1 Chainmail Shirt

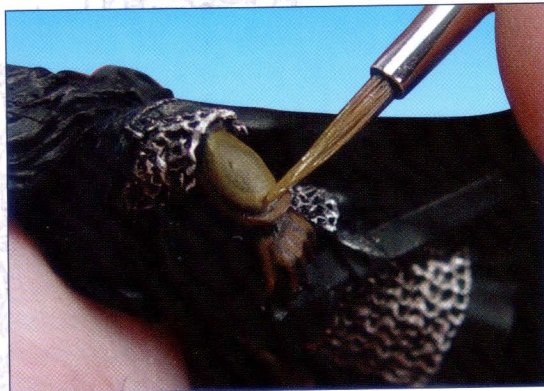
After undercoating the model with Chaos Black, give the chainmail armour a heavy dry-brush of Tin Bitz, followed by a lighter dry-brush of Chainmail. An even lighter dry-brush of Mithril Silver is applied to the very edges. Next, mix a small amount of Black ink with some Brown ink, then water this down and apply as a thin wash over the chainmail, giving it an old and used look. Once the ink is dry, re-undercoat the rest of the model black, covering any unwanted dry-brushing.



◀ A wash of Brown and Black inks stops the armour looking too new and clean.



◀ Highlighting with Bestial Brown maintains the dark appearance of the leather.

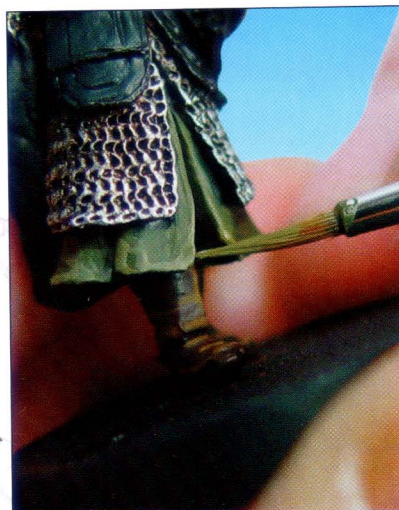


► Painting the greaves a slightly different shade of brown makes them stand out.

## 3 Under-tunic

The under-tunic is a greenish-brown colour that can be created by mixing Catachan Green and Bestial Brown together. A wash of watered down Chaos Black is used to shade the tunic. After resetting the base colour, it can be highlighted by adding a small amount of Bleached Bone to the mix and applying this to the edges.

► Mixing brown and green together creates a muted, natural colour.



## 2 Boots and Gloves

Scorched Brown is used as a base colour on the leather of the boots and gloves. This is shaded with a thin wash of watered-down Chaos Black paint. Reset the base colour and then highlight the edges with Bestial Brown. The panel on the greaves can be painted a slightly different shade of brown if you like, as this stops it from looking too flat. Mix a small amount of Chaos Black with some Snakebite Leather and apply this as the base colour, before highlighting the edges with Snakebite Leather on its own.

*'You are a  
daughter of kings,  
a shieldmaiden  
of Rohan'*

ARAGORN™



▲ The next stage is Éowyn's leather armour.



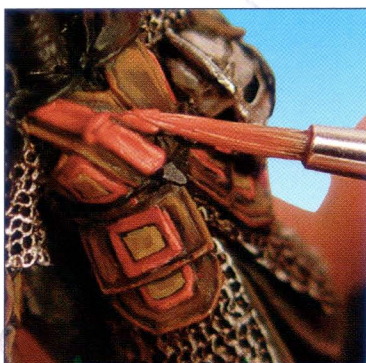


## 4 Leather Armour

The armour that Éowyn wears is decorated with panels of different colours. To recreate these, first paint all the armour Scorched Brown, then apply a thin wash of watered-down Chaos Black paint. After resetting the base colour, highlight all the edges first with a layer of Bestial Brown and then with Vermin Brown. Next, paint the inner panels Snakebite Leather. Once this is dry, paint a line of Chaos Black around the edges of the inner panels. This will be painted red later but, as the detail is not sculpted on, we need to mark its location. Bleached Bone can be added to the Snakebite Leather to create a highlight colour, which is then carefully painted around the edges of the panel within the black lines.

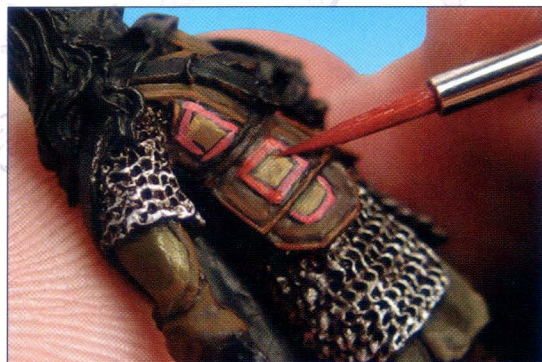
Finally, Red Gore is painted along the black lines that separate the panels. If the paint is a little too thin and does not cover well, mix Skull White with the Red Gore and apply this as an undercoat to those specific areas. You will find that the red covers better over this pink layer than over black alone. Mix a little Dwarf Flesh into the Red Gore to make a highlight colour.

► The straps and scabbard are all painted in the same red colour as used on the leather armour.



◀ Highlight the edges but not the raised inner panels.

► Use a thin brush and carefully paint black rims around the edge of the panel as a guide to where you will apply the red paint later.



◀ Applying an undercoat of the original colour mixed with white makes thin paints, especially reds and yellows, cover better.

## 5 Weapons and Helmet

The metal on the sword and helmet is painted first Boltgun Metal and is then highlighted with layers of Chainmail and Mithril Silver. To create an old, worn effect, a wash is applied, made from a mix of Black and Brown inks. The straps and sheath of the scabbard are painted the same as the red areas on the leather armour. The sword hilt, buckles and scabbard details are all painted Shining Gold, followed by a wash of Brown ink. Reset the base colour and highlight with a mix of Shining Gold and Mithril Silver.

◀ Although the detail is not sculpted on the model, the rims around the eyes of the helmet are painted gold too.



► At the end of Step 5 the model is mostly painted – only the face, hair and cloak still need to be treated.



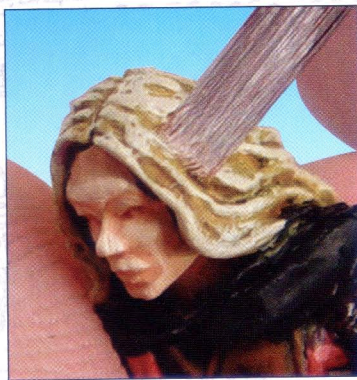




## 6 Pale Skin

Éowyn has a much paler and softer complexion than the hardy Warriors of Rohan. To achieve this look, we suggest painting her face using the same techniques as used on Galadriel in Pack 35. First, re-undercoat her face with Skull White and then apply an even coat of Elf Flesh. Next, create a wash mixed from Elf Flesh and Tanned Flesh, and carefully apply this over her face. Finally, reset the Elf Flesh base colour and highlight the edges with a mix of Elf Flesh and Skull White. The eyes can be defined by running a tiny amount of Brown ink into them.

► Like most Rohirrim, Éowyn has blonde hair, so use the same technique as for your other fair-haired models.



▲ This paler skin colour is more appropriate for Éowyn's softer skin.

## 7 Blonde Hair

Éowyn's blonde hair can also be painted in the same way as Galadriel's. Start by painting an even coat of Bubonic Brown over the hair and then apply a wash of Snakebite Leather. Once the wash is dry, Bleached Bone can be dry-brushed over the top, creating the distinctive blond colour.

## 8 Green Cloak

Éowyn wears the same, traditional green cloak as the rest of the Rohirrim and, as such, it is painted in the same manner as those shown in Pack 50's Painting Workshop. Start by painting the whole cloak Catachan Green. Next, mix a little Chaos Black in with the green to make a darker shade and then carefully apply this into all the creases and folds. After that, mix a little Bleached Bone into the original Catachan Green colour, creating the first highlight shade. Apply this in thick lines along the edges and raised areas of the cloak. Finally, mix some more Bleached Bone into your first highlight colour, creating the final highlight and paint this in thin lines over your first highlight layer.



▲ Painting Éowyn's cloak in the same manner as the rest of your Rohirrim means she will fit in when she is placed next to them on the battlefield.

► Once Éowyn is based, she is ready to take to the field of battle as a Warrior of Rohan.







# Rohan™ Palisades

*Built upon a great hill, Edoras rises above the plains of Rohan. Fortifying the capital of the Horse Lords, tall wooden palisades ring the city. In this Modelling Workshop we will show you how to create your own Rohan Palisade walls.*



Most of the structures of Rohan are built from stout, wooden timbers and the walls of Edoras are no exception. However, unlike the simple stakes and barriers of smaller forts or villages, these great palisades are comparable to castle walls in height, designed to turn back even the most determined besieging force. In this Modelling Workshop, we show you how to build these sturdy, wooden walls for use in your Battle Games, such as this Pack's 'Assault on Edoras' Battle Report. These walls are designed to fit in with the rest of your Rohan terrain, allowing you to represent a variety of battles and locations in the land of the Horse-lords.

## ◀ WALLS OF EDORAS

*The tall wooden palisades protect the Rohirrim capital from the marauding armies of Saruman.*

## YOU WILL NEED

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

HARDBOARD  
2½CM/1" THICK STYRENE  
SANDPAPER  
BALSA WOOD ROD AND SHEET  
LOLLIPOP STICKS

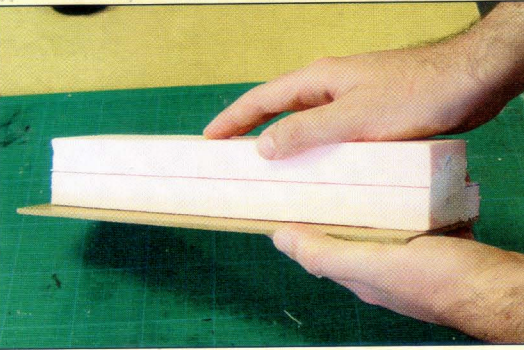
THICK CARD  
TEXTURED PAINT  
CHAOS BLACK, CODEX GREY,  
CATACHAN GREEN, FORTRESS  
GREY, SCORCHED BROWN  
AND SKULL WHITE  
ACRYLIC PAINTS  
STATIC GRASS





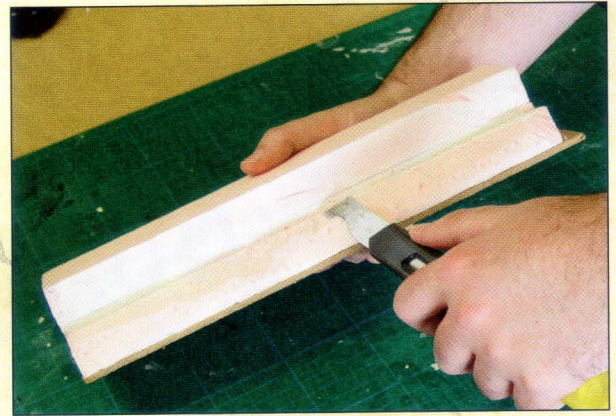
## 1 Stone Base

The first step in creating a wall section is making a stone base with a sloping front. Cut out a piece of hardboard, about 30cm/12" long and 10cm/4" wide, then cut out two pieces of styrene the same length as the hardboard. Each of these pieces should be 5cm/2" in width. Use PVA to glue these two lengths of styrene together, one on top of the other, forming a single block. When you have created your block, glue it to the centre of the hardboard base, leaving a 2cm/1" gap along the base on either side. Once this is in place, cut out another piece of styrene, this time 30cm/12" long and 2cm/1" wide. Glue this piece onto the hardboard along one of the 2cm/1" edges. When this is glued firmly in place, use a hot wire cutter or craft knife to carve a rough rock shape into the piece of foam at the base of the walls. It needs to be angled so that it looks like it is sloping up toward the base of the wall. After you have finished shaping the foam, you can use sandpaper to smooth off any rough edges.



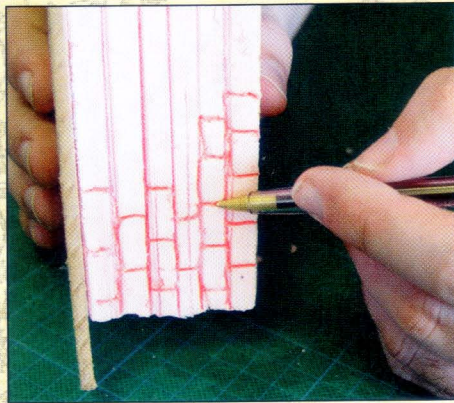
◀ **BASING THE WALL**  
Place the foam block onto the hardboard, leaving a 2cm/1" gap on either side.

▶ **ROCKY EDGE**  
Cut away the foam to create a sloping, rocky effect.



### ▶ SCORING THE STONE

Go over your marks several times to create a deeper impression.



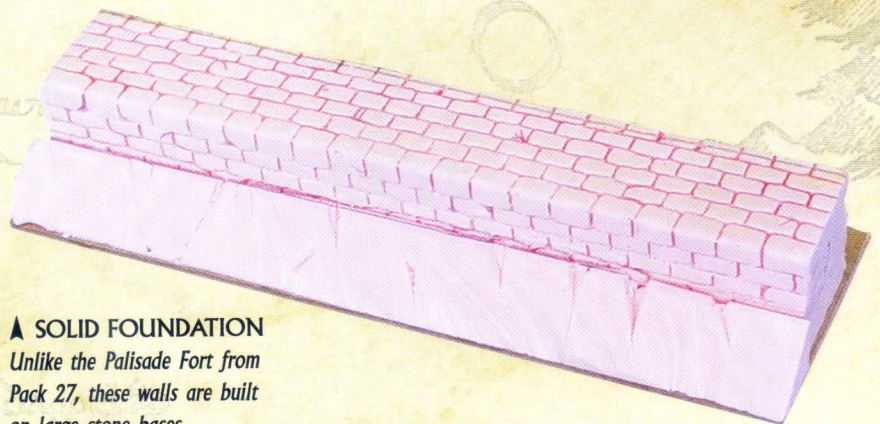
## 2 Main Building

Once the base has dried and the styrene is firmly in place, you are ready to create the stonework pattern. Using a pen or pencil, mark out parallel horizontal lines along both sides as well as on top of your block. Make the lines about 1cm/1/2" apart. You won't need to mark the rocky edge. Once you have created the parallel lines, mark out vertical lines between each set, making an irregular brick pattern. Make sure you don't score the lines too lightly, as you will want the lines to be as visible as possible when it comes to painting the model.

## TOP TIP

When constructing any kind of walls, rivers or roads that will be used in sections, making them a standard length will simplify their use. As most battlefields will be measured in multiples of 30cm/12", this is an ideal length to make your palisade sections.

This way you can be sure that, regardless of how you combine them, they will fit onto your board.



▲ **SOLID FOUNDATION**  
Unlike the Palisade Fort from Pack 27, these walls are built on large stone bases.



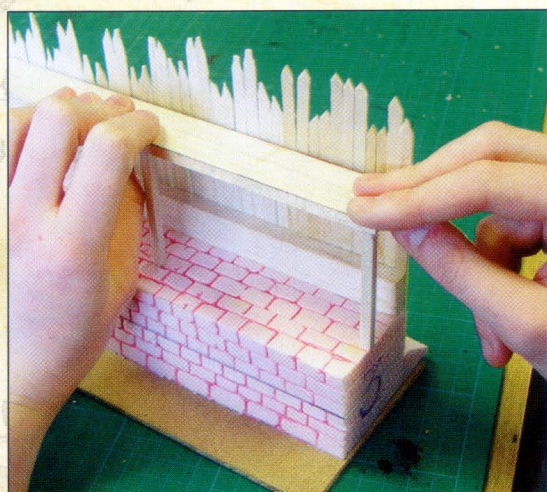
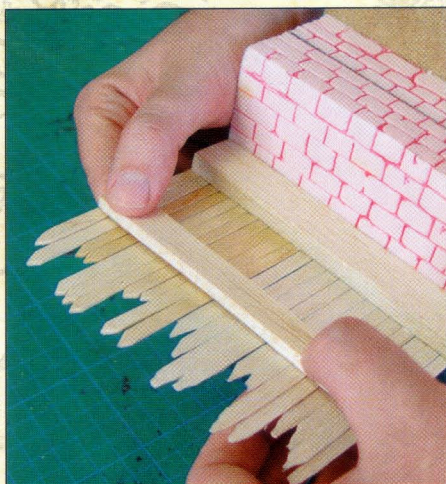


## 3 Timbering

With the base prepared you can move on to creating your wall. Cut out a piece of thick balsa wood about 2cm/1" wide and as long as the base of the wall. Glue this piece of balsa wood onto the top of the front edge of your base. This is the edge above the rocky slope. Taking some thin strips of balsa or lollipop sticks, make the timbers for the wall, cutting them to about 10cm/4" in length and making one end into a point. Attach these to the front of the piece of balsa already in place along the front of the wall. To create the crenellations, alternate the height of the timbers, so that every two or three you place is followed by two or three that are 1cm/½" shorter in length.

### ► WALKWAY SUPPORT

A strip of thick balsa along the inside of the wall gives the walkway a solid place to rest, as well as making the model more durable.

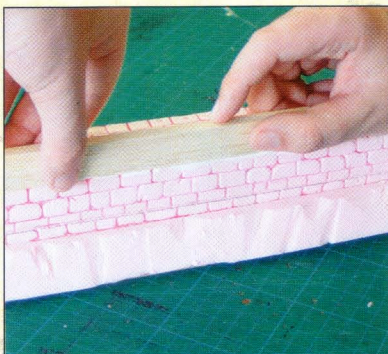


### ▲ ATTACHING THE WALKWAY

When placing the walkway, make sure it is as level as possible before the glue dries.

### ► WOODEN WALL

The wall is now almost complete. All that remains is to add some final details and paint the model.

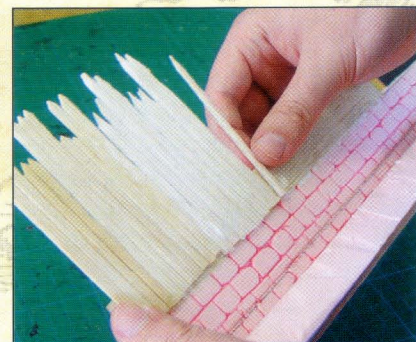


### ◀ BASE BOARD

The thick balsa wood creates a base onto which you can attach your timbers.

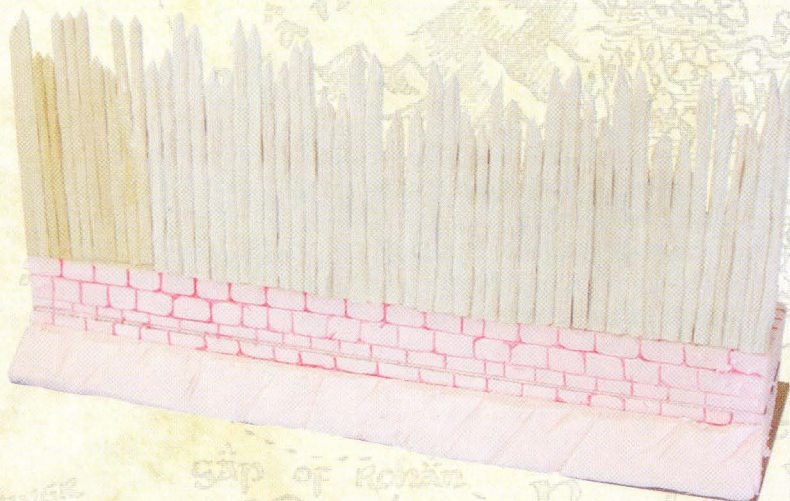
### ► PLACING THE TIMBERS

Varying the height of the timbers makes crenellations so models on the walls can see out.



## 4 Walkways

After creating the wall you will need to construct a walkway for your warriors to fight from. Cut another strip of thick balsa wood, of similar dimensions to the one used for the base of the wall. Glue this strip along the inside of the wall so that its top edge is 8cm/3" from the base of the wall – this will form a support for your walkway. Then cut out a thin strip of balsa wood as long as your wall section and about 2cm/1" in width. If you are using very thin balsa for your walkway, you might want to reinforce it by gluing it to a piece of thick card. Next, cut out four pieces of balsa wood rod 8cm/3" in length. These will form pillars to hold up your walkway. Glue the pillars to the walkway at regular intervals along the underside edge of the walkway. Once these are dry, place the walkway against the inside of the wall, gluing it into place on top of the pillars and thick piece of balsa you have used for a walkway support. Finally, cut out some thin strips of balsa wood and place these at 45° angles on the back of your walkway supports, creating bracing struts.

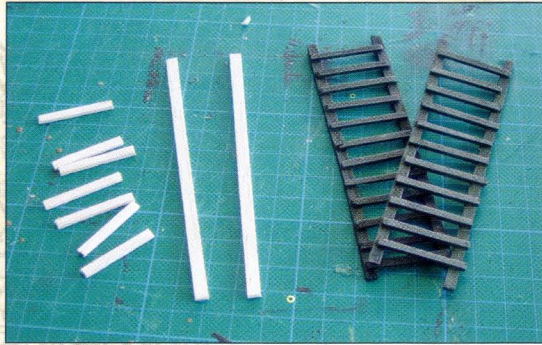






### ► SIMPLE LADDERS

Ladders are easy to construct out of small sections of balsa wood.



### 5 Details

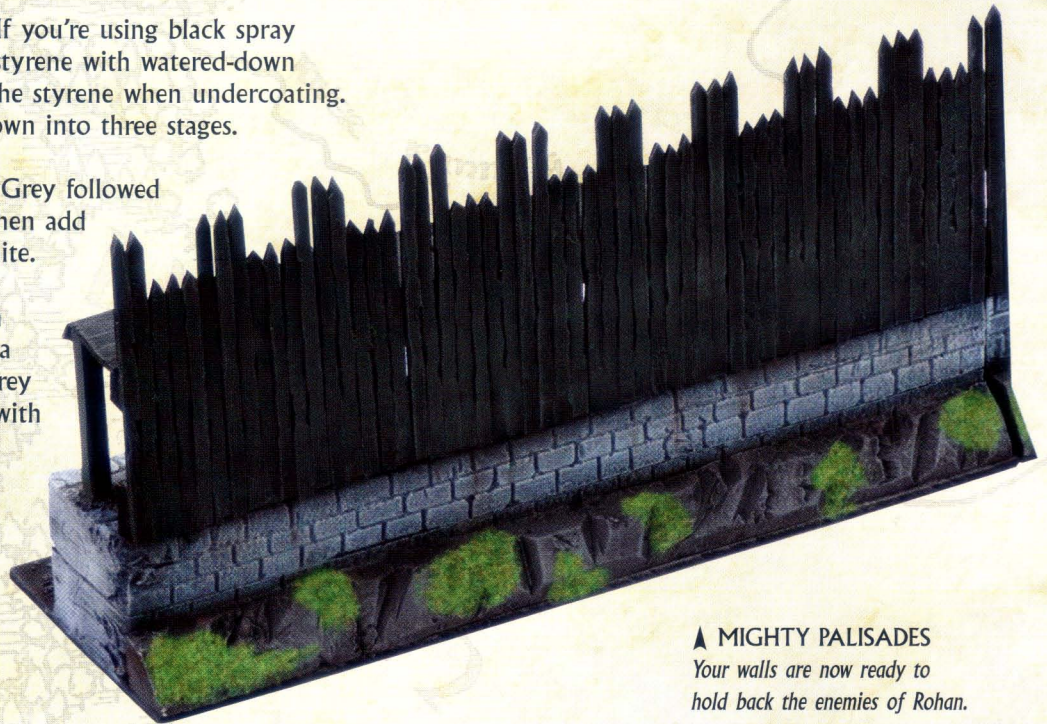
Before painting the walls, you will need to add a few finishing touches. Firstly, cover the rocky edge at the front of the wall, as well as the bare hardboard base at the back with textured paint, creating a rough, earthen surface. As a final addition to your walls you can make some ladders from balsa wood, in the same fashion as those created for your Moria terrain in Pack 20.

### 6 Painting the Model

Start by painting your model black. If you're using black spray paint, be sure to cover any areas of styrene with watered-down PVA first. This will seal and protect the styrene when undercoating. Painting the model can be broken down into three stages.

- **Stonework:** Dry-brush with Codex Grey followed by a dry-brush of Fortress Grey. Then add a final light dry-brush of Skull White.
- **Timbers and Woodwork:** Dry-brush with Catachan Green followed by a dry-brush of equal parts Codex Grey and Catachan Green. Finish it off with a light dry-brush of Fortress Grey.
- **Earth and Rocks:** Dry-brush these areas Scorched Brown, followed by Codex Grey.

Finally, once the paint has dried, add patches of static grass to the rocky slope.



### ▲ MIGHTY PALISADES

Your walls are now ready to hold back the enemies of Rohan.



### Next Pack...

In Pack 53's Modelling Workshop, we show you how to create towers and a gatehouse to use with your Rohan Palisades. These pieces of terrain can be used to make a Rohan fortress, or even the walls of Edoras itself, as we have done in this Pack's Battle Report, 'Assault on Edoras'.

### ◀ TOWERS OF ROHAN

The gatehouse and towers will complete your Rohan fortress.



# IN YOUR NEXT GAMING PACK...

## Théoden must defend the throne of Rohan

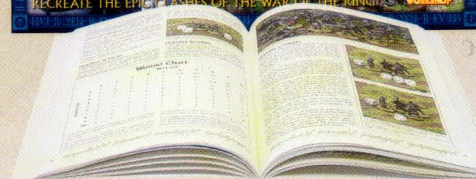
- Increase your tactical prowess in command of the forces of Rohan
- Saruman's War concludes. Will Rohan stand free, or fall to the White Wizard?
- Paint your metal model of Háma, Doorward of Meduseld
- Complete your Palisade fort
- **PLUS:** A metal Háma miniature



# THE LORD OF THE RINGS

## THE RETURN OF THE KING

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