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— in Middle-earth —



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AT THE FORDS OF ISEN!

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Théodred™

As Théoden's son and Second Marshal of the Riddermark, Théodred was oath-sworn to protect Rohan from the dangers that threatened it when his father became ill. It was this zeal that led him into Saruman's trap, sealing his fate.

Although young, Théodred quickly learned the martial skills of the Rohirrim as befitting his rank as Second Marshal of the Mark. Proud of his father and the country of Rohan, he grew suspicious of Isengard, which bordered his protectorate. Mustering the garrison of Helm's Deep, he rode out to investigate reports of Orcs near the river Isen. There, Saruman's treachery was finally revealed. A trap was sprung and a massive force of Orcs and Uruk-hai surrounded the Rohirrim, cutting off Théodred's retreat. Taking to a small island amid the fords of the river, they made their last stand. Despite their valiant defence, the weight of numbers proved too much and they were slaughtered to a man – Théodred himself being cut down by one of Saruman's brutal Uruk-hai. With the death of Théodred and the destruction of the Helm's Deep garrison, the first blow in Saruman's war on Rohan had been struck.

In this Pack's Playing the Game, we look at how adverse battlefield conditions can hinder your force's tactics, while the Battle Game recreates Théodred's valiant last stand. The Painting Workshop explains how to paint your Théodred model, while the Modelling Workshop shows you how to represent winter landscapes on your battlefield.

'No parent should bury their child.'

THÉODEN™



◀ ▼ ROHAN'S HEIR

Gandalf looks on as Théoden mourns the loss of his son and heir, Théodred.





Battlefield Effects

Adverse weather conditions and hostile environments can have a dramatic effect on the outcome of any battle. Here, we present how to represent the effects of weather and treacherous battlefield conditions in your games.



While most battles occur in fair weather and during the light of day, sometimes armies are forced to fight in pitch-darkness or in the midst of a raging storm. At these times, fighters must struggle against their environment as much as against their enemies in their quest for victory. Here, we present rules to represent battlefield effects such as darkness and weather in your games. These rules can be used to add an exciting new element to your Battle Games, creating a tactical challenge for both players. Battlefield effects are also ideal for special scenarios where you might want to recreate a battle that takes place in the dead of night, on the side of a snow-swept mountain, or along a scorching stretch of desert.

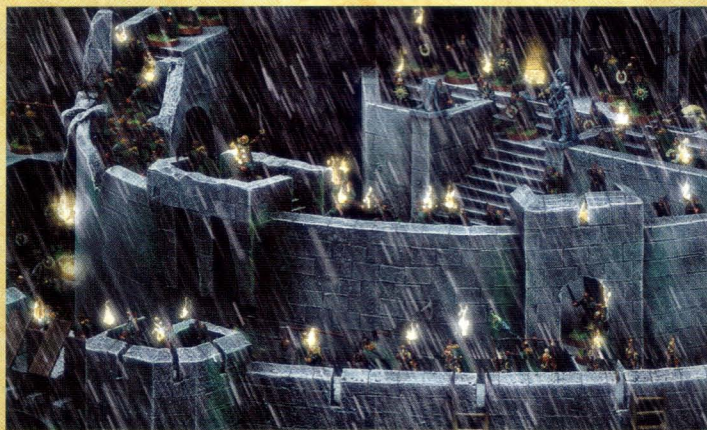
◀ STORMY NIGHT

Warriors at the Battle of Helm's Deep fought through the night and in driving rain.

Battlefield Effects in Your Games

Battlefield effects, such as weather and darkness, are optional Special Scenario Rules that can be used in any Battle Game. They will fit equally well into existing scenarios or points match games. This freedom allows you to either:

- Choose specific effects that fit with the scenario you are playing or the location of the battle (see examples on page 7), or:
- Randomly roll on one or more of the tables, shown later, to create more challenging conditions for a competitive match.



▲ SPECIAL RULES

The night fighting and rain rules are ideal for the Battle of Helm's Deep.



Time of Day

If you wish to use battlefield effects in your scenarios, then you should first choose the time of day, or decide randomly when the battle is set.



◀ SHADOWY FOE

Failing to spot the approaching Ringwraith, Legolas cannot shoot or move this turn, as he searches the shadows for his adversary.

Night Fighting

The time of day at which a battle takes place can affect the fortunes of both attackers and defenders. Most battles will occur during the day, when warriors can easily see and fight their foes. Daytime is the default condition for a Battle Game and requires no special rules.

Sometimes a battle will take place in the middle of the night or in caverns deep beneath Middle-earth. When using night fighting rules, roll a dice if a model wishes to move into combat or fire a missile weapon (pic a). On a 1, 2 or 3 then the warrior has lost sight of his target in the gloom and cannot move or shoot at all until next turn. On a 4, 5 or 6, they have spotted the enemy and may charge or shoot the target as normal. Remember that, in the case of volley fire, only a single model in your force needs to see the intended target.

NB. Gollum, the Balrog, Sauron, Moria Goblins and the Ringwraiths are all unaffected by these rules as they can function as well in darkness as in light (pic b).

▶ A KNIFE IN THE DARK

Unaffected by the darkness, the Ringwraith can charge Legolas without needing to spot him first.



Dawn and Twilight

Forces will occasionally find themselves fighting at dawn or dusk where the rising or setting sun can add urgency to their efforts. To represent a dawn battle, roll a single dice and add 3 to the result. This will be the number of game turns that use the night fighting rules, after which the sun will have risen and the remainder of the battle will be fought in daytime.

Twilight uses the same rules as dawn but reversed, where the number of turns rolled at the start of the game count as daylight and then the rest of the battle uses the night fighting rules.

TIME OF DAY TABLE

In a competitive game, you may wish to randomly determine the time of day. To do this, roll a dice and consult the table.

DICE RESULT

1	Dawn
2-4	Daytime
5	Night-time
6	Dusk



Weather Conditions

Next, you will need to determine — either randomly or selectively — what additional effects the weather will bring to your Battle Game.

Rain

Even moderate rain can cause warriors problems, wetting bowstrings and swelling rivers. Rain has the following effects on your games:

- All missile weapons have their maximum range reduced by 14cm/6". This will also reduce their range when using the volley fire rules. Thrown weapons are not affected, nor are Siege Engines.
- Water terrain, such as rivers, ponds and lakes, that count as difficult terrain require a Swim test to cross, as detailed in Pack 50. In addition, any terrain that already required a Swim test to cross becomes more treacherous and swimmers must reduce the number rolled on their Swim test by 1. These rules also apply to fords and other paths across water, with the exception of bridges.



▲ REDUCED RANGE

Rain can wet bowstrings and rob them of tension, reducing their range.



▲ RAGING RIVER

Crossing a ford swollen by torrential rain requires a Swim test.

Torrential Rain

A relentless downpour of rain can make the ground treacherous and muddy, reduce visibility and turn tiny creeks into raging rivers. Torrential rain has the following effects:

- All missile weapons and Siege Engines have their ranges halved. This will also reduce volley fire ranges. Thrown weapons, however, are not affected.
- All models have their movement reduced by 2cm/1" due to dangerous footing on muddy ground and slippery rocks.
- Water terrain such as rivers, ponds and lakes become impassable. Fords and other paths across water, with the exception of bridges, require a Swim test to cross.

Mist and Fog

Mist and fog obscure friends and foes alike and bring an eerie atmosphere to the battlefield. Mist and fog influence the game rules as follows:

- A model's line of sight is restricted to 20cm/8". This means that, at the start of a model's movement, he cannot charge, shoot or use magic against targets beyond this distance.
- Warriors who become lost or isolated in fog can lose their nerve and must pass a Courage test if, at the start of their movement, there are no friendly models in sight. If they fail this test they must travel their full movement towards the nearest friendly model. If there are no friendly models on the board, then they must move toward the nearest table edge instead.



◀ LOST IN THE MIST

Warriors can lose their way in heavy fogs, becoming disheartened and confused.



Snow and Ice

The ravages of winter can bring its own dangers to the battlefield, covering the land in a blanket of snow and ice. This can make the going difficult for warriors, who must trudge through deep snowdrifts and negotiate frozen rivers to reach their enemies. Snow and ice have the following effects in your Battle Games:

- All models have their movement reduced by 2cm/1" due to deep snow and icy ground.
- Water features, such as rivers, ponds and lakes, become covered in ice and are treated as open ground. Roll a dice for each model crossing the frozen waterway – on the roll of 1, the model has fallen through the ice and is removed as a casualty.



▲ DEEP SNOW

Warriors have their movement reduced when traversing snow.



▲ WILD WINDS

Gwaihir has his movement halved by fierce winds.

High Winds

Billowing gales and blustery winds can force flying creatures to the ground and send arrows spinning off target. Archers especially suffer in high winds, and even the most skilled Bowman can miss his mark in these conditions. Games are affected by high winds as follows:

- Flying creatures, such as Fell Beasts and Giant Eagles, halve their Movement, reflecting the difficulty of flying in turbulent conditions.
- Any warriors using missile weapons must reduce their dice rolls by 1 when rolling to hit their targets. In addition, models may not use the volley fire rules as they are far too inaccurate to be effective in high winds. Thrown weapons are not affected by high winds.

'We must get off the mountain!'

BOROMIR™

Lightning Storm

A lightning storm combines the effects of heavy rain and high winds, with the additional danger of warriors being struck by lightning.

- At the start of each turn roll a dice. On a result of a 1 then there has been a lightning strike. The model that is closest to the tallest terrain feature is struck by lightning, and suffers a single Strength 8 hit. If there is no terrain, then the model closest to the centre of the board is struck instead.

WEATHER TABLE

To randomly determine weather conditions, roll two dice and add the results together.

DICE RESULT

2	Lightning Storm
3-4	Mist and Fog
5-7	Fair Weather (no effects)
8-9	Rain – Roll again: On a 1, 2 or 3 the rain is torrential, on a 4, 5 or 6 it isn't.
10-11	High Winds
12	Snow and Ice



Unusual Weather

Some battlefield effects are unusual or extreme, and are reserved for games set in particular locations, or when players wish to add even more variety to their games.

Heat and Sandstorms

Many of the southern regions of Middle-earth are dry, arid places, where the scorching heat of the sun can sap the strength of a soldier. These lands, such as the great realm of Harad to the south of Gondor, can be deadly environments to warriors unused to their dangers. Heat has the following effects in your Battle Games:

- Due to the blistering heat, warriors find themselves fatigued and lethargic, especially those in bulky clothing or armour. Any troops wearing heavy armour, as detailed in their profile, must reduce their movement rate by 2cm/1" for the duration of the battle.
- Sandstorms are a constant danger in deserts and can appear and subside with little warning. Roll a dice at the start of each game turn – on the score of a 1, 2 or 3 the weather is clear, whereas on a 4, 5 or 6 a violent sandstorm has descended on the battlefield, lasting for a single turn. Sandstorms combine the effects of mist and fog and high winds. Continue to roll each turn to determine whether the battle is affected by sandstorms.



▲ DESERT WARFARE

Dressed in heavy armour, the Warrior of Minas Tirith cannot outrun his Haradrim attackers.

Earthquakes

In regions that contain excessive volcanic and seismic activity, deadly earthquakes can occur without warning.

- At the start of each turn roll a dice to determine whether an earthquake occurs. On a result of a 1, every model on the board must take a Courage test, as the ground begins to shake violently. If they pass the test they are unaffected. If they fail then they cannot move or fire a missile weapon that turn.





Poisonous Gas

Springing up from cracks in the ground, gas can overwhelm an unwary warrior in seconds.

- After priority has been determined, roll a dice. On a result of a 1, the player who has priority that turn selects a model as the target of the gas. This model and any others within 14cm/6" suffer a Strength 3 hit.

Eclipses

An eclipse is a rare event where the moon blocks out the sun, plunging the land into total darkness.

- Before the game begins, roll a single dice and add 3 to the result – this is the number of turns of daylight before the eclipse occurs.
- When the eclipse starts, roll another dice and add 3 to the result, representing the number of turns of the eclipse, which will count as a night fight. After this, it will return to daytime for the rest of the battle. An eclipse will replace the result rolled for Time of Day.

UNUSUAL EFFECTS TABLE

In a competitive game, you may wish to randomly determine unusual battlefield effects. To do this, roll a dice and consult the table.

DICE RESULT

1	Eclipse
2-3	Heat and Sandstorms
4-5	Poison Gas
6	Earthquakes

*'The very air you breathe
is a poisonous fume.'*

BOROMIR™

Lands of Middle-earth™

In addition to adding some new dimensions to your games, battlefield effects are also ideal for representing encounters in specific places in Middle-earth. From high mountains to deep caverns, these battlefields each bring their own set of perils, which you can reflect using the guidelines below.

- Caradhras** – The rules for high winds, snow and ice, and mist and fog are all appropriate for representing blizzards in these mountainous regions.
- Mordor** – Poisonous gas and earthquakes are a constant threat in the Black Lands.
- Harad** – The heat and sandstorms rules always apply during games set in these arid wastes.
- Moria** – Any battles fought underground, such as in the depths of Moria, are fought in darkness. This can be represented using the night fighting rules.

► THE LONG DARK

Battlefield effects can be used to simulate a number of Middle-earth locales, such as the gloomy caverns of Moria.



◄ MOUNTAIN WARFARE

These new rules will add a new challenge to any scenario you want to play.



The Fords of Isen™

The land of Rohan is beset on all sides by Orcs under the command of the Tower of Orthanc. In this Pack's Battle Game, Saruman has sent a force to assassinate Théodred, the son of King Théoden, in order to further weaken Rohan's ability to resist.



Although Saruman holds dominion over King Théoden, there is still one obstacle in the way of his plans to fully control Rohan. Théoden's son Théodred, and his close friend and cousin Éomer, Marshal of the Riddermark, continue to lead the Rohirrim in their resistance of Saruman's invading forces. Saruman plans to eliminate Théodred, hoping this will both diminish Rohan's military capabilities and allow Gríma to fully exert his influence over the King.

In this Battle Game, the forces of Isengard ambush Théodred at the fords of the river Isen. Vastly outnumbered, the only hope for Théodred is that reinforcements, in the form of Éomer's riders, will arrive before his forces are overwhelmed by Saruman's minions. This battle also explores the use of the Battlefield Effects presented in this Pack's Playing the Game.

◀ FIND THE KING'S SON!

Éomer and his riders arrive at the fords of Isen, but are they too late to save Théodred?

THE COMBATANTS

For this Battle Game, the Good player will need Éomer, Théodred, the Rohan Royal Guard Banner Bearer, six Riders of Rohan and eight Warriors of Rohan. The Evil player will require an Uruk-hai Captain, an Orc Captain, four Uruk-hai Warriors with Orc bows, four Warg riders and 12 Orc warriors. The players may choose how they wish to equip the Warriors and Orcs.

➤ HEIR TO ROHAN'S THRONE

A mounted Théodred miniature is included with this Pack of Battle Games in Middle-earth.



◀ A HEROIC MARSHAL

Miniatures of Éomer, both mounted and on foot, have been included with previous Packs.



CHARACTER PROFILES



The Forces of Rohan™

As Saruman's control over Rohan grows ever stronger, there are those whose will to resist is not yet broken. Foremost of these are Théodred, the heir to Rohan's throne, and his cousin and friend, Éomer. Both are formidable warriors and leaders of Men and, for this reason, Saruman knows that removing them would go a long way towards securing control of the land. To this end, Saruman has committed a large part of his forces to isolating Théodred from Éomer's forces and ambushing him at the fords of Isen.

The Forces of Isengard™

Saruman has yet to reveal the full extent of his treachery, but is growing ever bolder in sending groups of his minions into Rohan to wreak havoc and spread terror throughout the land, weakening it before he launches his all-out assault. Orcs, Wargs and the mighty Uruk-hai are all too eager to do the White Wizard's bidding, revelling in the carnage and terror they cause. A contingent of these creatures has now been dispatched to the fords of Isen by their master, with express orders to slay the heir to the throne of Rohan, in order to plunge the land deeper into turmoil.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Théodred	5/-	4	6	2	2	5	14cm/6"	3	1	0
Éomer	5/4+	4	6	2	2	5	14cm/6"	3	2	2
Royal Guard	4/4+	3	6	1	1	3	14cm/6"	-	-	-
Warrior of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Uruk-hai Captain	5/4+	4	5	2	2	4	14cm/6"	2	1	1
Uruk-hai Warrior	4/4+	4	5	1	1	3	14cm/6"	-	-	-
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Orc Warrior	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Warg Rider	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Warg	0/-	4	4	1	1	2	24cm/10"	-	-	-

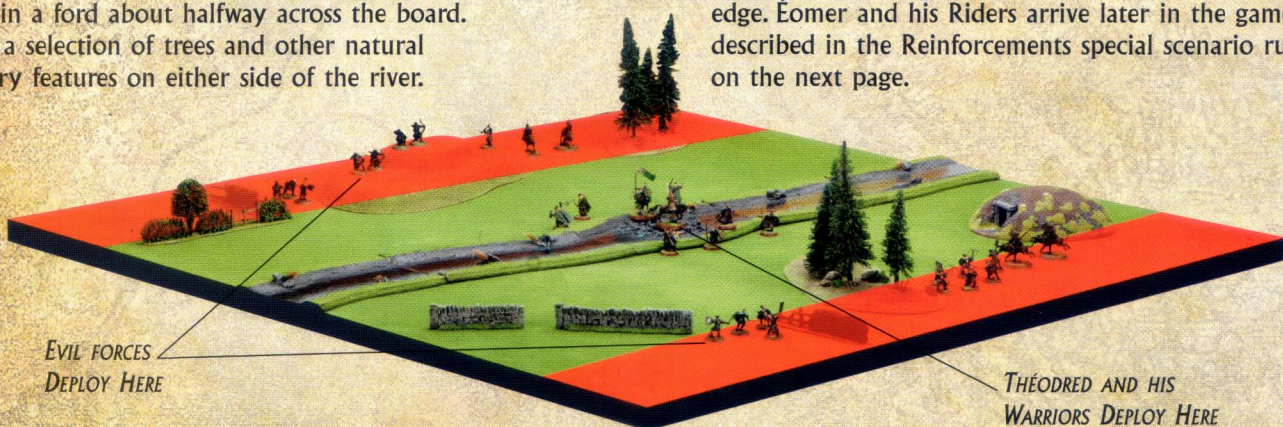
NB. All warriors are armed and armoured as depicted on the models. Warriors with a shield, if they do not have one as part of their standard equipment, add 1 point to their Defence value.

The Gaming Area

This game takes place on a 120cm/4' square board. Place a river running from one board edge to the opposite, so that it divides the board in two as shown. The river should contain a ford about halfway across the board. Place a selection of trees and other natural scenery features on either side of the river.

Starting Positions

Théodred, the Royal Guard Banner Bearer and the Warriors on foot begin the game anywhere within 14cm/6" of the ford. The Evil player may then set up all his troops anywhere within 14cm/6" of a board edge. Éomer and his Riders arrive later in the game, as described in the Reinforcements special scenario rule on the next page.





Special Scenario Rules

Reinforcements

At the start of the game, Théodred and the survivors of his company find themselves surrounded by Saruman's forces, but are determined not to let the ford fall to the control of the enemy. Their only hope is to hold out until help arrives. That help comes in the form of Éomer and his Riders, who arrive later in the game. At the start of every turn after the first, roll a dice and consult the Reinforcements table. If you score high enough, Éomer and the Riders of Rohan arrive and may all move on together from any board edge during the Good player's Move phase.

REINFORCEMENTS TABLE

TURN	DICE ROLL
2	6
3	5 or more
4	4 or more
5	3 or more
6+	2 or more



No Retreat!

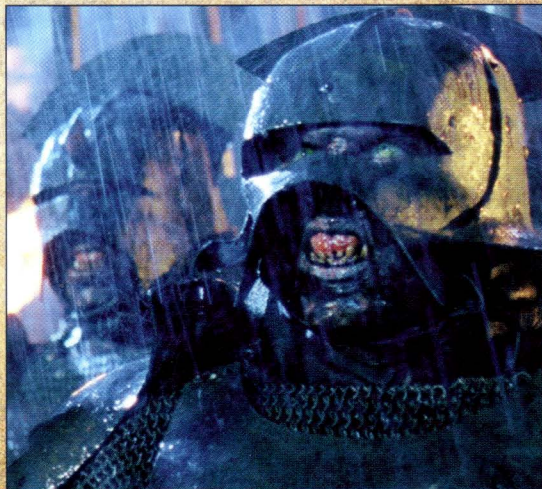
Despite being severely outnumbered, Théodred and his Rohirrim know the strategic importance of the fords of Isen and will therefore defend it at any cost. Also, if Théodred falls in battle, his subjects will not allow his body to fall into the hands of Saruman's foul minions. For these reasons, every model in the Good player's force will automatically pass any Courage test they are required to take during the game, whatever the reason.

◀ ACT OF BRAVERY

Even though they are outnumbered and surrounded, Théodred and a lone Warrior stand their ground to defend the ford.

Battlefield Effects

To represent the rain falling on the day of the battle at the fords of Isen, apply the Rain weather rule to this game. Full details of the optional weather rules can be found in this Pack's Playing the Game.



► DOWNPOUR!

The rain falling over the battlefield could affect the outcome of this game.

WINNING THE GAME

- If Théodred and Éomer are still alive when all the Evil forces are slain or driven off, the Good player wins.
- If Théodred is killed, the Evil Player wins.
- Any other result is a draw.

Alternative Approaches

Different Weather

While in *The Two Towers* film it was raining when this battle took place, there is nothing to stop you trying out different weather conditions. Varying the weather can have significant effects on how a game plays out, forcing each side to use new tactics. Over the page we have done just this, looking at how snow would affect the battle.



Snow Battle

Rather than use the rules for rain, you could try some alternative weather effects, determined by rolling on the Weather tables from this Pack's *Playing the Game*. Here, we take a look at how the rules for snow might affect tactics for the game.

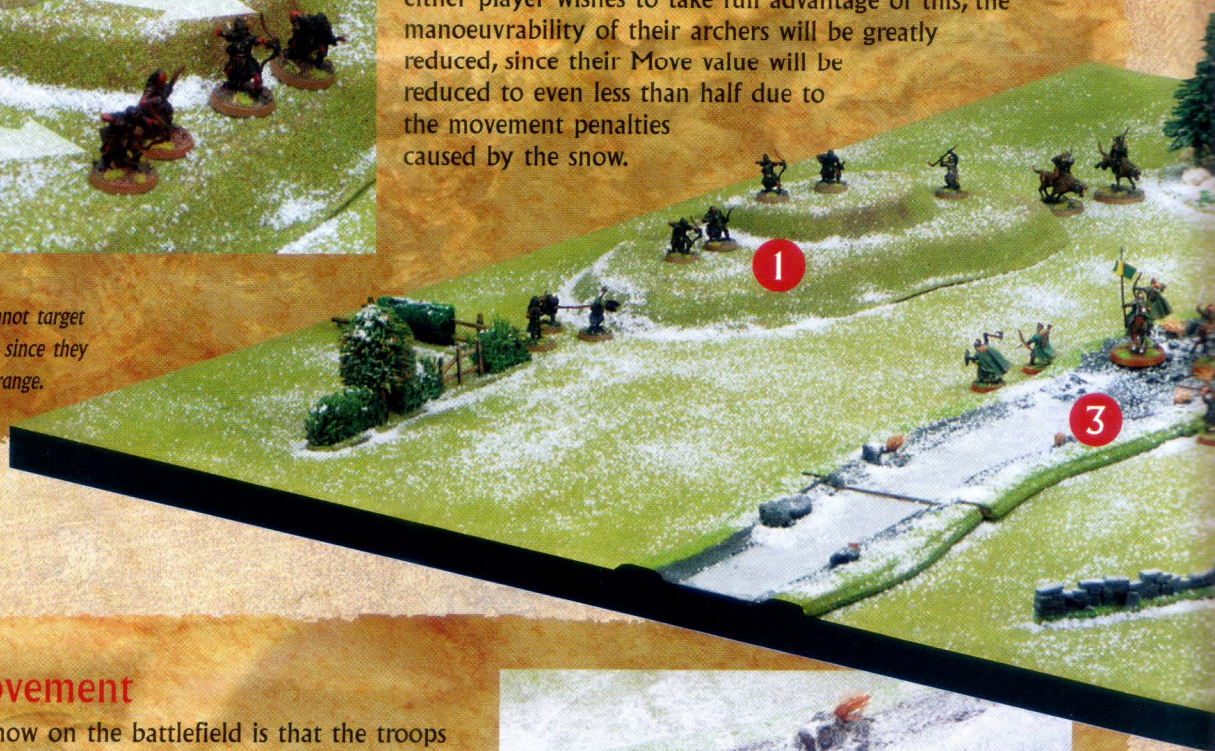


▲ OUT OF RANGE

The Uruk-hai archers cannot target the Rohirrim by the ford, since they are unable to move into range.

1 Archery

Without the rain reducing visibility, the effectiveness of both sides' archers will be improved, since they will be able to fire up to their maximum range. However, if either player wishes to take full advantage of this, the manoeuvrability of their archers will be greatly reduced, since their Move value will be reduced to even less than half due to the movement penalties caused by the snow.

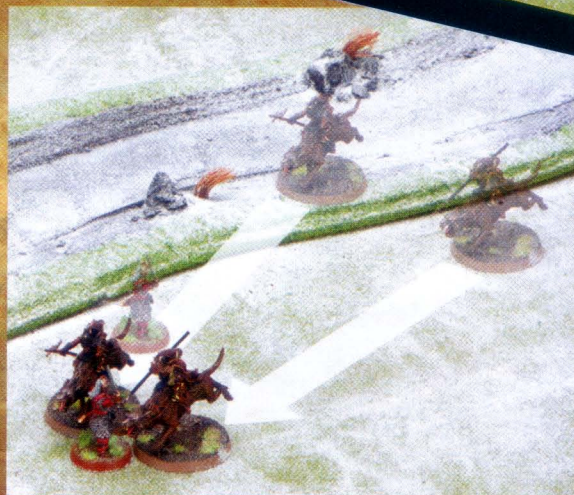


2 Slow Movement

Another effect of snow on the battlefield is that the troops on both sides will be slowed down. The main result of this is that the Evil forces are less likely to bring their full weight of numbers to bear before Éomer's arrival. However, this also means that Éomer and his Riders will take slightly longer to reach combat. For this reason, both players will need to take these factors into account when formulating their tactics. Also, remember that models with a greater Move value will not feel the 2cm/1" movement penalty as keenly.

► FAST CAVALRY

With his horse slain, Éomer is unable to move far enough to avoid the Warg Riders' charge.





3 Dangerous Ground

Probably the most significant difference in this Battle Game when using the rules for snow, rather than rain, is the fact that the river across the centre of the board becomes traversable, if dangerous, terrain. This will mean the Evil forces will have less difficulty pursuing Théodred across the river, but run the risk of falling victim to the freezing water that lies below the ice. As when using the rules for rain, the only completely safe point to cross the river is the ford, meaning it remains a strategically vital area of the battlefield.

◀ DEADLY PLUNGE

The Warriors of Rohan attempt to cross the river, but one of them rolls a 1, falls into the river and is killed.



Next Pack

In the next Pack of *Battle Games in Middle-earth*, we will be looking at multi-player campaigns, how they work and how you can run your own campaign with a group of friends. In the Battle Game, we will be presenting the first instalment of a three-part campaign report, following the fortunes of four gamers as they battle for control of Middle-earth.

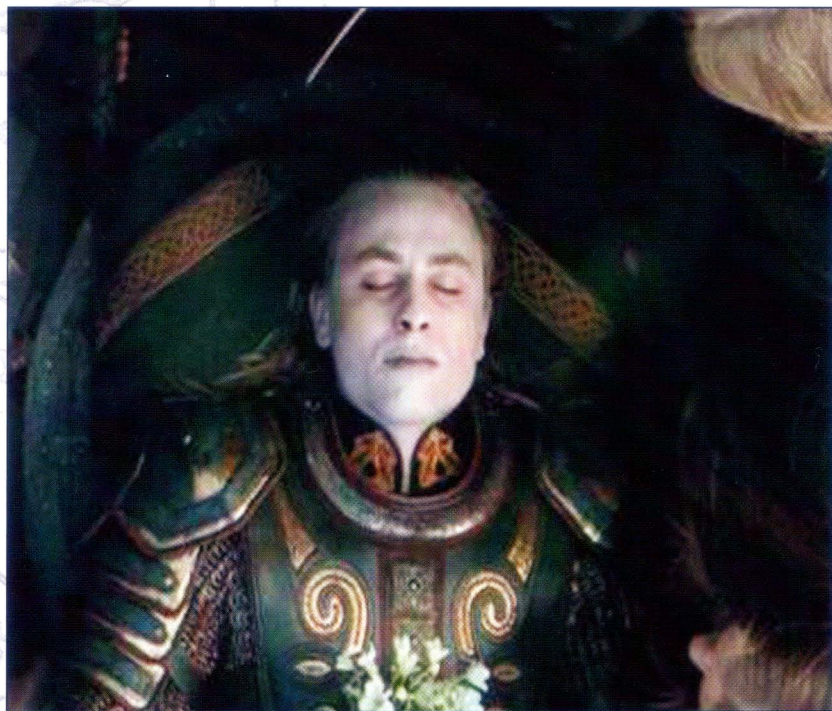
► CONQUERING ARMY

Saruman amasses his forces to wage war against the Free Peoples of Middle-earth.



Théodred™

As second Marshal of the Mark, Théodred is charged with defending the Eastfold. Théodred is resplendent in his elaborately decorated armour, as befits the heir to the throne of Rohan. Here, we show you how to paint this young lord of Rohan.



Although young, Théodred has proven himself a fierce warrior and capable leader. His men proudly rally around his distinctive gold and green armour to face off any threat to Rohan. Astride his faithful horse Brego, Théodred would have led the charge of the Rohirrim at the battle at the Fords of Isen, but for Saruman's cunning trap, which had Théodred surrounded and cut down before he could act. Painting Théodred draws upon a lot of the techniques presented in Pack 64's Painting Workshop. This provides a great opportunity to practice your skills at painting fine details, such as the elaborate leather overlay on the armour.

◀ LOSS OF A HERO

Théodred's death is felt keenly among the people of Rohan, especially among his own family.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
TIN BITZ
DWARF BRONZE
CHAINMAIL
MITHRIL SILVER
BLACK INK
BROWN INK

BOLTGUN METAL
GRAVEYARD EARTH
SHINING GOLD
CATACHAN GREEN
KOMMANDO KHAKI
RED GORE
DESERT YELLOW

SCORCHED BROWN
TANNED FLESH
DWARF FLESH
BESTIAL BROWN
VERMIN BROWN
SKULL WHITE
CHESTNUT INK



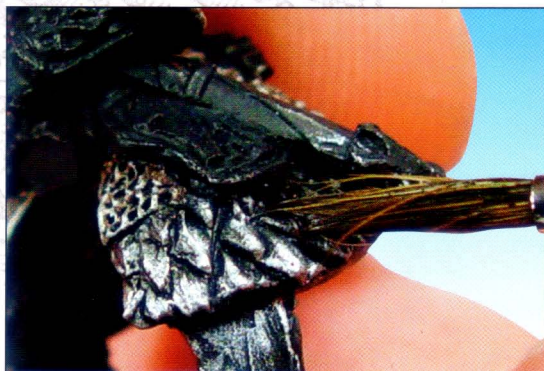
1 Chainmail

Théodred's chainmail armour is painted in the same way as Éomer's armour from last Pack. After undercoating the model with Chaos Black, apply a heavy dry-brush of Tin Bitz, followed by progressively lighter dry-brushes of Dwarf Bronze, Chainmail and then Mithril Silver. Finally, mix a small amount of Black ink with some Brown ink and apply this as a wash over the armour.



◀ To dull down the brightness of the armour, a wash of Brown and Black inks can be applied.

► A Black ink wash will allow you to get deep shading between the scales on Théodred's lower armour.



2 Scale Armour

The scale armour Théodred wears under his chainmail is again painted in the same way as Éomer's. First, paint all the scales Boltgun Metal followed by a dry-brush of Chainmail. Next, apply a very light dry-brush of Mithril Silver. Finally, a wash of Black ink will create shading between the scales.

3 Boots and Gloves

To paint the leather of Théodred's boots and gloves, mix Chaos Black with Graveyard Earth and apply this as the first layer of highlighting. Continue to mix in more Graveyard Earth and apply these progressively lighter layers until the highlights are pure Graveyard Earth. Finally, apply a wash of Brown ink.



◀ Leaving the model attached to a base while painting allows you greater access to some parts of the model.

► Rohan mourns the loss of Théodred, as Théoden leads the funeral procession.



▲ Once you have painted the leather, chainmail and scale armour, you can move on to the plate armour.



4 Metal Plating

Théodred's armour has the same style of leather overlay as the rest of the Rohan royal family. This is painted using the same technique as on Éomer's armour from last Pack. First, paint all the areas with an even coat of Shining Gold. Next, thin down some Chaos Black paint and carefully apply it to the raised areas of the armour. Remember, you are aiming to re-undercoat the leather overlay black, while leaving strips of gold visible underneath.



◀ Be careful when re-undercoating the leather overlay, so that the gold beneath remains visible.

*'What a tragedy for the king...
To lose his only son and heir.'*

GRÍMA WORMTONGUE™



◀ Only the very tips and edges of the leather overlay need be highlighted.

5 Leather Overlay

Théodred's leather overlay is green, with a red outer rim. Start by applying Catachan Green over the black undercoat. Build up the highlights in layers by adding Kommando Khaki to the Catachan Green. The rim of the armour is painted Red Gore, then highlighted with a mix of Red Gore and Desert Yellow.

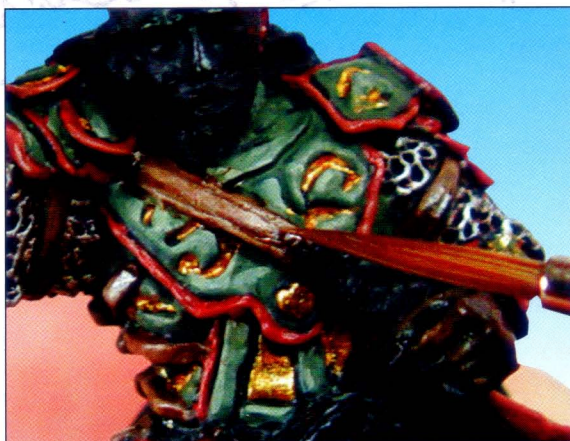


◀ Be careful not to get any of the red paint onto the green leather or gold inlay.

6 Straps

The Straps holding the different parts of Théodred's armour together are first painted Scorched Brown. Next, mix some Kommando Khaki into the Scorched Brown to make a lighter shade and apply this as a highlight. Finally, apply a thin wash of Brown ink to prevent the leather from looking too pale.

➤ Only a small amount of ink is needed on the leather to provide shading.



➤ Once the armour is painted, you can move on to Théodred's face, weapon and details.





7 Face and Hair

Théodred's face is painted in the same manner as all your other human warriors, such as Éomer from last Pack. Additionally, you can paint the eyes as shown in Pack 63. Unlike most other Rohirrim, Théodred's hair is brown instead of blonde. First, apply a coat of Bestial Brown all over the hair. Carefully dry-brush Vermin Brown over this. Next, apply a light dry-brush of Graveyard Earth, before finally giving the hair a wash of Brown ink.



◀ A wash of Brown ink will provide shading for Théodred's hair.



▲ A small amount of Black ink applied near the base of the blade helps define the difference in tone between the Boltgun Metal and the Mithril Silver.

◀ Paint the scabbard red before applying the gold detail.

8 Sword and Scabbard

The sword is first painted Boltgun Metal, followed by a thinned-down wash of Black ink. Next, highlight the blade with Chainmail and then a final layer of Mithril Silver on the edges. The gold details are first painted Dwarf Bronze. Apply a layer of highlights with Shining Gold. Mix Shining Gold with Mithril Silver and apply this as a final highlight to the very edges of the detail. Finally, give the gold areas a wash of Chestnut ink. The scabbard can be painted using the same techniques as used on the red parts of Théodred's armour.

9 Final Details

All that need to be painted are Théodred's saddle, buckles and horse. The saddle is first painted Scorched Brown, followed by a highlight of Scorched Brown mixed with Bestial Brown. Continue applying highlights, adding more Bestial Brown to the mix, until you are using pure Bestial Brown. The rim of the saddle and all the buckles can be painted gold using the same technique as used on the sword hilt. The stirrups can be painted Boltgun Metal. Théodred's horse is Brego, the steed that Aragorn eventually rides. Paint it a dark brown colour using the techniques described in Packs 13 and 40.



▲ Once the saddle is painted, all that remains is to paint Brego.



▲ Once the horse has been painted and based, the model can be given a coat of matt varnish to take away the shine of the inks.



Winter Terrain

Modelling the effects of weather onto your terrain can be an exciting way of changing the look and feel of your battle games. Here, we will explore some ideas you can use for creating such things as frozen rivers and snow-covered ground.



Many kinds of terrain change dramatically with the shifting of the seasons, such as rivers and streams, which can become swollen with rain in spring or frozen in winter. Trees, too, appear considerably different as the year passes, losing their leaves in the coldest months. There are even certain places in Middle-earth that are always in the grip of snow and ice, such as the frozen Redhorn Pass high in the Misty Mountains. Here, we look at some techniques for creating this kind of winter terrain, as well as how to temporarily modify your existing terrain to reflect such things as frost, ice and snow. These can be used to either represent isolated weather effects, such as those detailed in this Pack's *Playing the Game*, or to create a complete set of themed battlefield terrain.

◀ WINTER WAR

A frozen landscape can make a dramatic backdrop to a Battle Game.

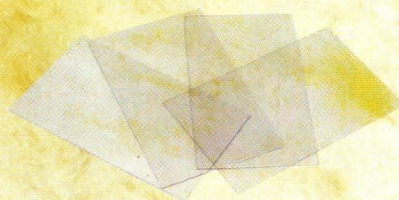
YOU WILL NEED

Modelling Essentials

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

CLEAR ACETATE
BLACK MARKER PEN
PVA GLUE

KOMMANDO KHAKI,
SKULL WHITE,
AND MITHRIL SILVER
ACRYLIC PAINTS
TISSUE PAPER
SNOW POWDER



▲ CLEAR ACETATE

This plastic sheeting, known as acetate, is quite common and readily available from newsagents and stationery stores.

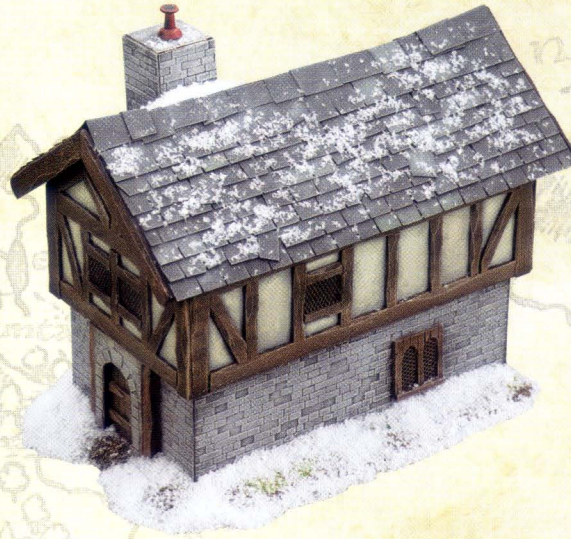


Modifying Your Terrain

Adding the effects of snow and ice to your terrain can be a quick and easy process, and one that doesn't need to alter it permanently in any way. There are several advantages to only modifying your terrain to represent the effects of winter weather, rather than creating entirely new pieces of terrain. Not only does it save you a great deal of time and duplicated effort, but it also allows you to add the effects of winter to any of the terrain you already own.

► WINTER EFFECTS

Adding snow and ice to this Bree House temporarily transforms it into a piece of winter terrain.



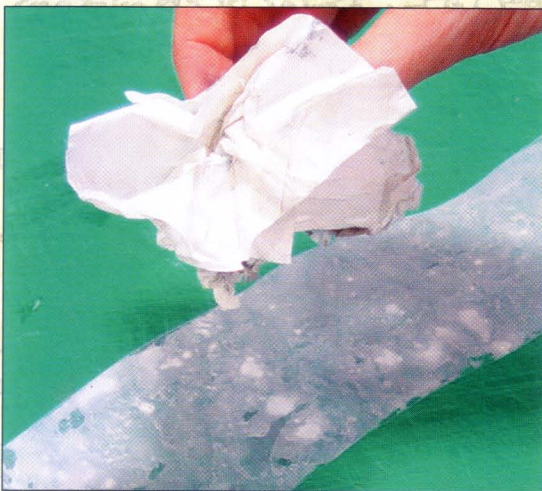
1 Frozen River

Adding ice to a piece of water terrain is a simple and straightforward process. Here, we will show you how to turn the river sections you made in Pack 14 into a frozen waterway. The first step is to create an ice overlay for your river. First take a piece of clear acetate and lay it over a section of your river. Using a marker pen, trace the lines where the river meets the banks as well as both ends of the section, paying attention to any rocks, grass tufts or other irregularities along its length. Cutting along these lines will give you a piece of acetate overlay that will fit neatly over the river section from which it was traced. You will need to create an overlay for each of your river sections.



◀ CREATING THE OVERLAY

Trace the outline of your river onto the clear acetate, creating the shape of your overlay.



2 Painting Ice

The next step is to paint the underside of the overlay so that it has an icy appearance. First, mix together equal amounts of Kommando Khaki and Skull White. Then add a small amount of Mithril Silver and PVA glue and proceed to water the mixture down. Next, use a scrunched up tissue to dab the paint onto the underside of your clear acetate. Applying paint in this way will help create a finish that appears blotchy and more realistic. Having covered the underside of the overlay, leave it to dry. Remember to be careful not to scratch any of the paint off the surface. Once dry, it can then be placed onto the river sections for use.



▲ PAINTING THE UNDERSIDE

Try not to apply your paint too heavily, as you want your overlays to remain semi-transparent.

► ICY COVERING

You can now cover your terrain with a sheet of ice to represent a frozen river.

FROST AND SNOW

The most noticeable effects of winter are frost and snow, which cover everything in a dusting of white. These effects can be temporarily added to any of your existing terrain pieces with little effort. The best material to use for this is modelling snow powder, which is available from most hobby stores. While there are other household items, such as baking powder and caster sugar, that can be used to represent snow, these can also have undesirable effects upon your models and may be difficult to remove afterwards and so are not generally recommended.

► SNOW POWDER

This soft powder is made from finely ground textured latex.



3 Adding Snow

Adding snow powder to your terrain simply involves sprinkling it into place. To get the best coverage this should be done gradually, paying particular attention to parts where it would naturally collect, such as on the branches of trees or on rooftops. When adding snow to your boards, you don't need to cover everything to create a winter effect – a moderate selection of your terrain should be sufficient.



◀ SNOW FALL

Sprinkling the snow powder between your fingers is a simple way to get an even spread on your terrain.

TOP TIP

Snow powder is a useful, re-usable material, which should be conserved where possible to save expense. After each game, try to brush up as much powder as you can and store it in a sealable container, ready for your next winter game.

► WINTER WATERWAY

Combined with the sheets of ice, a covering of snow completes your frozen river conversion.



Alternative Approaches

Permanent Effects

If you want to permanently add snow and frost to your terrain you can use white textured paint. Simply dry-brush it onto your models to create the desired effect. Be careful, however, not to be too heavy handed with the application as you don't want to completely hide the original colour – all that is required is a light coating of white texture. This effect works best on trees, where textured paint gathered on the tips of branches creates the appearance of freshly fallen snow.



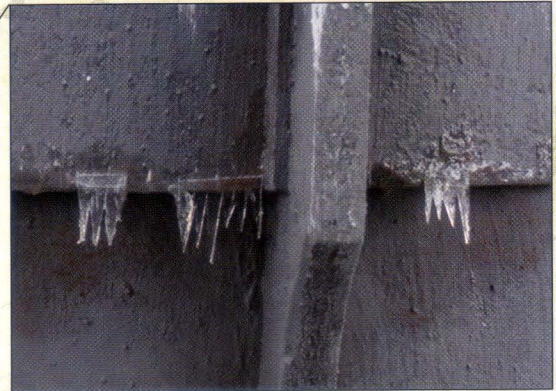
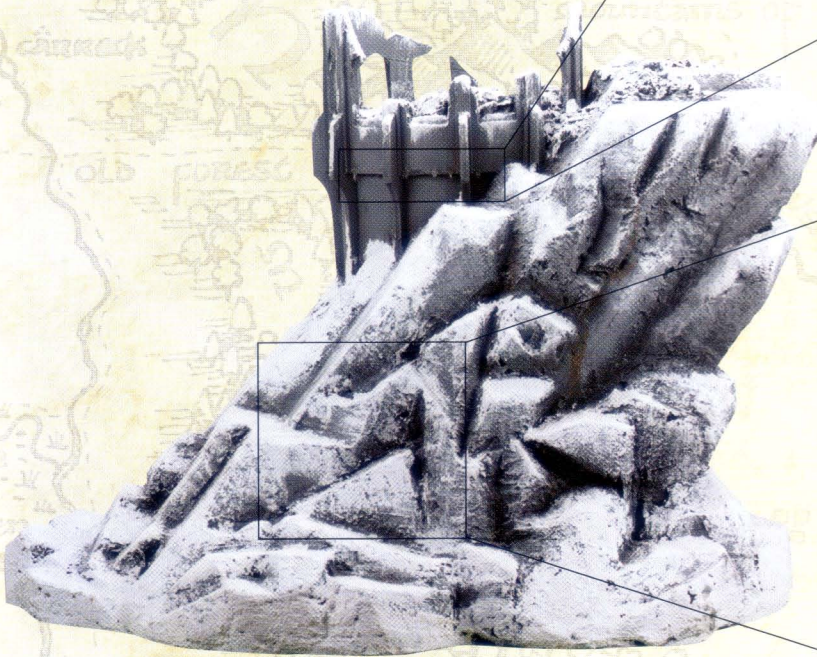
▲ WINTER PINES

White textured paint applied to trees creates a permanent piece of winter terrain.



The Mountain of Zirak-zigil

Atop the Endless Stair, high above the Misty Mountains, Gandalf struggled with the dreaded Balrog amid the frozen rocks and snow. Presented here is a winter terrain piece based on this dramatic battleground, created mainly from styrene and MDF. This is just one example of the kinds of winter-themed terrain you can make – the only limit is your imagination.



▲ ICICLES

These jagged pieces of ice were created from small bits of clear plastic and then covered with several layers of varnish to give them a frozen sheen.



▲ ICY PEAK

Created from layers of styrene and then shaped into a towering edifice, the peak is also home to a ruined watchtower, which is not unlike Weathertop.

▲ FROZEN ROCK

The styrene has been painted first with black textured paint, then with a dry-brush of grey, before being given a rough coat of white textured paint to represent ice and snow.

Coming in Future Packs...

In future Modelling Workshops we will show you how to create other types of battlefield conditions. These will include a set of desert terrain for gaming in the sun-baked sands of Harad, as well as some more Mordor terrain, covering the poisonous heights of Mount Doom itself.

➤ FIERY PEAK

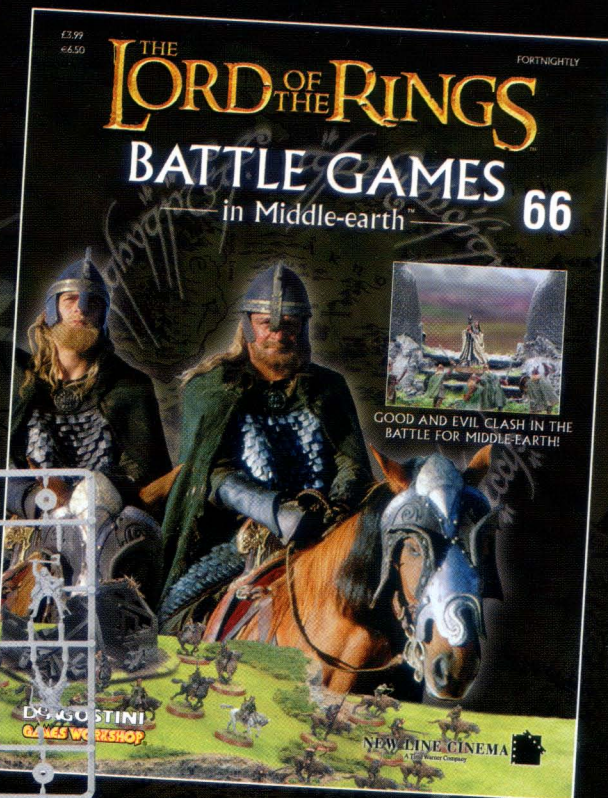
Mount Doom can be seen for miles around as it spews fire and ash into the air, threatening any foolish enough to venture close.



IN YOUR NEXT GAMING PACK...

The Horse-lords of Rohan ride into Battle!

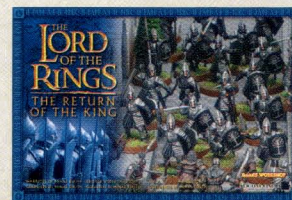
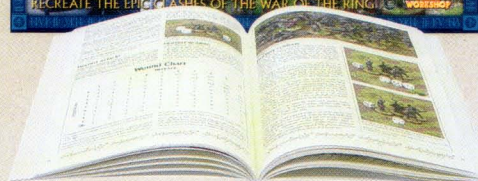
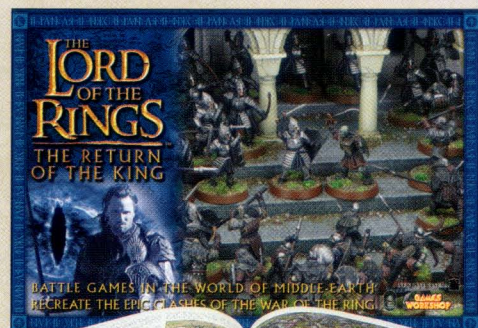
- Learn how to run a map-based campaign with your friends
- Follow four gamers as they battle it out in the first part of our campaign report
- Discover how to convert your new plastic Riders of Rohan
- Build a set of burnt-out Rohan cottages
- **PLUS:** 6 plastic Riders of Rohan



THE LORD OF THE RINGS

THE RETURN OF THE KING

Battle Games in Middle-earth is just one part of *The Lord of the Rings* tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.



For more information ring 0115 91 40000 or visit: www.games-workshop.com



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