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THE LORD OF THE RINGS

BATTLE GAMES 87

— in Middle-earth™ —



GONDOR AND HARAD
CLASH IN A DESERT CITY!



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THE LORD OF THE RINGS

BATTLE GAMES 87 — in Middle-earth —



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Assassination and Murder

While each tribe of Haradrim has its own Chieftain, the true masters of Harad are the elusive Hâsharii. In this Pack, we examine the enforcers of the Hâsharii's will – the murderous Hâsharin – and their role in the armies of Harad.

Established long ago, the Hâsharii were founded in the name of Sauron, to ensure his malign will was enforced throughout the lands of Harad. Now, even the mightiest Chieftains rule under the certain knowledge that should they displease the Hâsharii, a brutal Hâsharin assassin will soon pay them a deadly visit. However, a Haradrim leader who proves himself worthy may count on the services of a Hâsharin in battle. Stalking through the shadows, a Hâsharin is a deadly prospect for any enemy lord to face. Wielding poisoned weapons of lethal potency, Hâsharin are experts in the arts of murder and bloodshed.

In this Pack's Playing the Game, we present the second part of our Grand Strategies special rules, detailing some of the unique tactics available to the different factions of Middle-earth. The Battle Game features a points match in which a raiding force lays siege to a stronghold, deep in the inhospitable deserts of Harad. The Painting Workshop shows you how to paint your Hâsharin model, while in the Modelling Workshop we demonstrate how to expand your collection of desert terrain with Harad buildings and fortifications.

*'Wicked men!
Servants
of Sauron.'*

SMÉAGOL™



◀ EVIL ASSASSINS
*The Hâsharin are expert
killers, deadly to all.*

'Who are they?'

SAM™





Force Strategies

Each of the races of Middle-earth have their own ways of war and fight using their particular strengths. Here, we expand on the Grand Strategies rules originally presented in Pack 44, detailing special strategies for the different races.



There are many ways to wage war, and battle hardened commanders often learn a variety of tactics to give them an edge against their enemies. Each of the races of Middle-earth can boast such powerful and knowledgeable generals, skilled in the ways of war and adept at the fighting styles of their soldiers. Using their cunning and guile, these powerful individuals clash on the battlefields of Middle-earth, pitting their deadly skills against each other in a constant struggle for final victory.

In this Playing the Game we build on the optional Grand Strategies rules presented in Pack 44, adding additional Strategies for each of the major races of Middle-earth, which reflect their unique tactics and the abilities of their leaders.

◀ LORDS OF WAR

It is the leadership and tactical knowledge of Heroes that guide the armies of Middle-earth to victory or defeat.

RECAP

Using Strategies

The Strategies presented here can be purchased for your force using Strategy points generated by your Heroes, as detailed in Pack 44's Playing the Game. However, race-specific Strategies can only be purchased using Strategy points generated by Heroes of that race. For example, to buy the 'Weight of Numbers' Strategy, to generate the points to purchase it, your force must include at least two Mordor Heroes. As long as you have the Strategy points to buy them, your force may include Strategies from both the lists in this article and those in Pack 44.

Like those Strategies presented previously these have been designed to be included in points match games and should only be used with the consent of both players.



▲ FOR GONDOR!

An army led by Heroes of Gondor could choose Strategies from the Forces of Good list in Pack 44 and the Gondor Strategy presented in this Pack.



Free Peoples Strategies



Taking the Initiative (Gondor, 3 SP)

The generals of Gondor are bold and decisive commanders, like the powerful Boromir. On the field of battle, such leaders will seize the initiative and lead key charges or bloody counter attacks. Once per game, at the start of any turn, before the players have rolled for priority, the Gondorian player may use this Strategy to claim priority for the turn, just as if he had rolled higher than his opponent. Note that both players may still call Heroic moves in the normal way.

◀ COUNTER ATTACK!

The Gondorian force uses 'Taking the Initiative' to ensure a timely counter attack.

Hail of Doom (Elves, 2 SP)

An Elven assault is often heralded by a deadly rain of arrows that scythe down into the ranks of their enemies. At the start of the game, before either side has begun their turn, the Elven player may use the 'Hail of Doom'. Using this Strategy allows him a 'free' Shoot phase. These 'free' shots are worked out in the normal way, with the exception that they have no maximum range. Once these shots have been resolved, the game begins as normal.



◀ STORM OF ARROWS

The Elves take a free turn of shooting at their enemies before the game begins.

Flank Charge (Rohan, 3 SP)

The forces of Rohan often field large numbers of mounted warriors, which they use to sweep around their opponents' flanks. At the start of the game, the Rohirrim player may choose up to 100 points' worth of models from his army to form a flanking force. At the start of any of his Move phases, the Good player may then move this flanking force onto the board from any board edge, however all of the models in the force must move on from the same point. These models may charge on the turn they arrive.

➤ CHARGE!

Arriving from the edges of the board the Rohirrim charge into their startled foes.



Immovable (Dwarves, 1 SP)

The mighty Dwarves are among the most stalwart and stubborn races of all the Free Peoples. In war this equates to an intractable force of warriors who would sooner die than give ground to their enemies. Once per game, at the start of any turn before the players roll for priority, the Dwarf player can choose to make his warriors 'Immovable' for the duration of that turn. Warriors that are 'Immovable' will not count as Trapped that turn. Note that this strategy only affects Dwarf models.



◀ AGAINST THE ODDS
While 'Immovable', the Dwarf warriors do not count as Trapped, even though surrounded by Moria Goblins.

Evil Forces Strategies

Weight of Numbers (Mordor, 3 SP)

The armies of Mordor are made up of seething masses of bloodthirsty warriors. In the face of such odds, soldiers will often turn and run rather than fight. Once per game, at the start of any Good Move phase, the Mordor player may use the 'Weight of Numbers' strategy to force his opponent to make Courage tests for any of his models that are within 14cm/6" of an Evil warrior. If a Good model fails this test, then they must move as far away from enemy models as possible, taking no further actions that turn. Models that fail this test may still fight in combat if attacked.

► MORDOR HORDE

In the face of the endless hordes of Mordor Orcs, some of the Warriors of Minas Tirith lose their nerve and run.



Gone to Ground (Moria, 1 SP)

The Goblins of Moria are a sneaky and treacherous race, preferring to kill at a distance from the shadows than attack their opponents face to face. Once per game, at the start of any Good Shoot phase, the Moria player may declare that his force is using the 'Gone to Ground' strategy. For the duration of the Good Shoot phase, all Moria Goblins count as being in cover, and any shooting against them must make an 'In the Way' roll to successfully hit them. If a Moria Goblin is already in cover then it cannot be targeted at all that turn.

◀ TAKING COVER

The Moria Goblins go to ground, protecting themselves from the hail of Elven arrows.



Hit and Run (Harad, 2 SP)

The Haradrim have earned a reputation for swift attacks and deadly raids. Once during the game, at the start of any Fight phase, before any fights are resolved, The Harad player may declare he is using the 'Hit and Run' Strategy. This allows any of his models that are involved in a combat that turn to make up to a full normal move, after their combat has been resolved. This may take them in any direction, but they must avoid enemy control zones and may not move into combat.



◀ LIGHTNING RAID

The Haradrim warriors slip away from their enemies using the 'Hit and Run' strategy.



War Chant (Isengard, 2 SP)

Created for war by Saruman, the Uruk-hai of Isengard are fearsome opponents for any soldiers to face. As they march into battle, the blood-chilling sound of their guttural chants fills the air, reminding their foes of their fell purpose. Once during the battle, at the start of any turn, the Isengard player can use the 'War Chant' Strategy. For the duration of this turn every Uruk-hai in his force counts as being affected by a Banner, as detailed in Pack 34's Playing the Game.

◀ WAR CRY

All the Uruk-hai are affected by the 'War Chant', allowing them to re-roll a single dice in each of their fights.

Next Pack...

The Forces of Dol Amroth

In next Pack's Playing the Game, we detail the forces of Dol Amroth, presenting profiles for using Prince Imrahil and his knights in your Battle Game. We also take a look at Dol Amroth Battle Companies, allowing you to create your own band of these brave and powerful warriors.

➤ **KNIGHTS OF GONDOR**
Prince Imrahil and his bold Knights of Dol Amroth defend Gondor against the forces of Mordor.





Desert Siege

In this Pack's Battle Game we present a desert siege battle. This scenario uses the 'Points Match' system, allowing you to select which warriors to use from the Forces lists presented in previous Packs.



Long before The War of The Ring, the nations of Harad and Gondor waged war against one another. For centuries, armies met on the field of battle or laid siege to rival cities, far from their own homes. Often, it was only the will of accomplished generals and mighty heroes that held the vast armies together, so far from their native lands. This Battle Game recreates a siege, in which the attackers must breach the walls and capture the settlement within, while the defenders try to kill their enemy's leader, and so rob them of their will to fight.

Although this scenario is presented as a battle between Harad and Gondor, being a 'points match', it can be played with any forces chosen by the players. It also allows you to employ some of the new Grand Strategies featured in this Pack's Playing the Game.

◀ DESERT SIEGE

The enmity between the people of Harad and Gondor has existed for centuries.

THE COMBATANTS

Like the 'points matches' first described in Pack 23, the choice of which forces to use in this scenario is left entirely up to the players. Using the Forces lists from previous Packs, the attacking player has 500 points to spend on his force, while the defending player has 350. Each player must include at least one Hero in their force, and furthermore, no more than a third of the models in the attacker's army may be armed with missile weapons. If the Evil player has chosen an Isengard force and is also the attacker, he may include the Uruk-hai siege equipment and war machines, featured in Pack 31.



◀ ▲ POINTS MATCH

In this scenario, players are free to choose warriors from across Middle-earth.

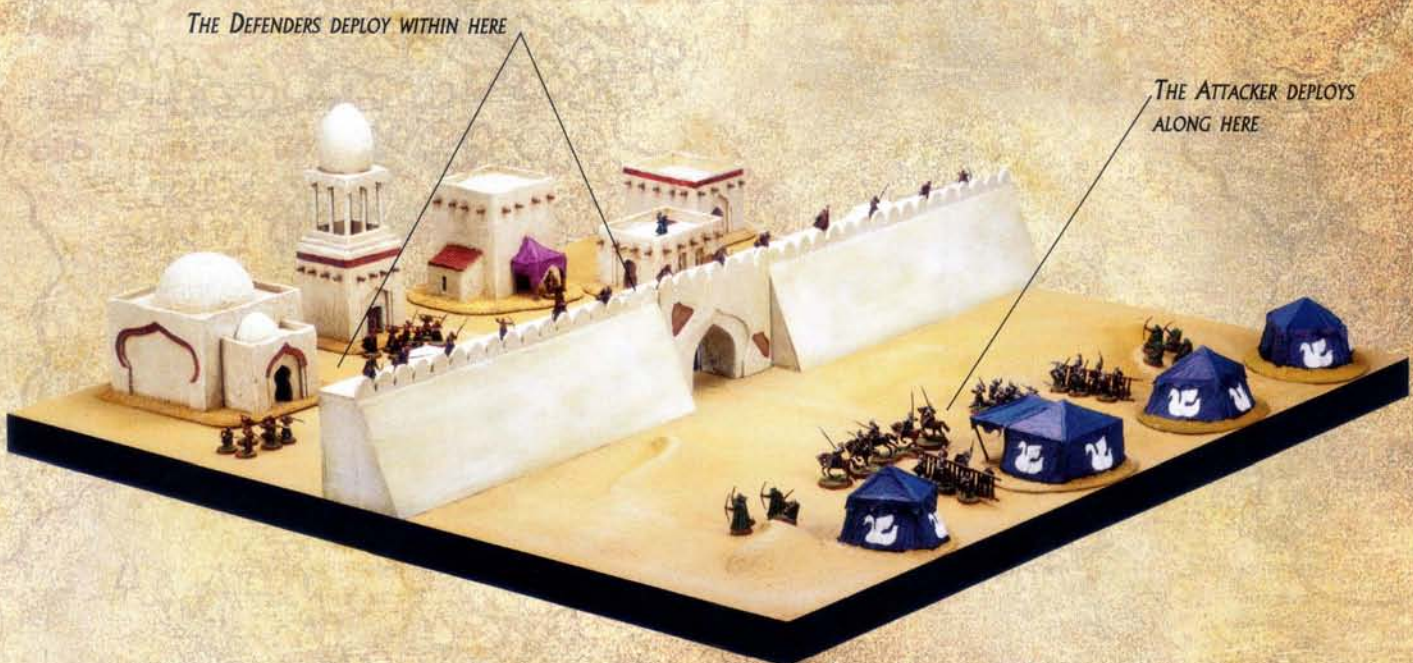


The Gaming Area

Assemble a 120cm/4' square board, using the Harad boards from Pack 86. Place the Harad fortress walls, from this Pack's Modelling Workshop, across the middle of the board, with the gatehouse in the centre. Fill the space behind the walls with Harad buildings, and place the Gondorian tents, from Pack 86, across the opposite board edge.

Starting Positions

The attackers begin 28cm/12" from the front of the fortress walls. The defenders may set up either on the walls or anywhere behind them. If the defender has designated any of his troops to be scouts, these warriors are not deployed at the start of the game but enter play later, as described in the 'Scouts' special scenario rule.



Attackers and Defenders

Before choosing forces for this scenario, the players should decide who will be the attacker and who will be the defender, since this will impose certain restrictions on the composition of their forces.

► ARMY BALANCE

Creating a force that can overcome any situation, using the points system, is both challenging and rewarding.





Special Scenario Rules

Siege

This scenario uses the Siege rules, presented fully in previous Packs. Both the attackers and defenders have the following siege equipment at no additional points cost:

- The attackers will have a battering ram, and a ladder for every five warriors included in the force.
- The defenders will have either a barrel of throwing spears or a pile of rocks for each wall section, including the gatehouse.

► SPECIAL EQUIPMENT

In siege games, both the attackers and defenders have access to special equipment.



Dawn and Desert Heat

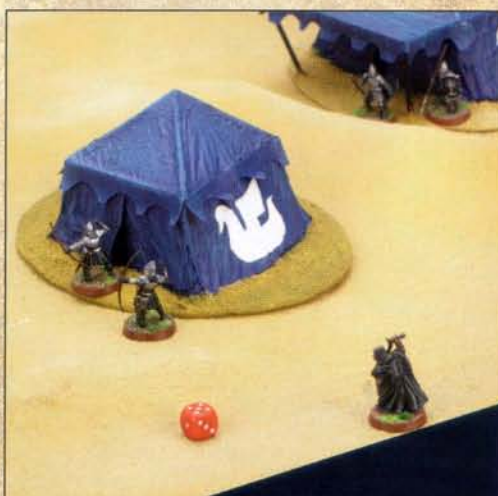
This scenario is played at dawn and so uses the 'Dawn' special rules described in Pack 65. It also uses the 'Heat' and 'Sandstorms' special rules, from the same Pack, although the rules for 'Heat' do not take effect until after the sun has risen. Note that the defending force's troops will automatically pass any Courage tests they would be required to take because of the effects of Sandstorms.

◄ EXHAUSTING HEAT

Knowing that, after sunrise, their heavy armour will slow them down, the Gondorians make the most of the dawn cool and quickly advance towards the Haradrim defences.

Scouts

During a siege, it is common for the defenders to send out a few chosen men to scout outside the walls and harass the enemy. To represent this, before the game starts the defending player should set aside a group of models with a total points value between 75 and 100, or a single Hero with a points value greater than 100. These warriors are not deployed at the start of the game. Instead, at the start of the third turn, and every turn after that, the defending player should roll a dice and add the turn number to the result. When the total is nine or more the scouts have arrived, and can move onto the board from any edge during the defender's Move phase.



◄ SURPRISE ATTACK

Having rolled a 5 on turn two, the defender's scouting Hāsharin has arrived, and moves onto the board from an edge of the defender's choosing.



Capturing Buildings

In order to secure victory, the attackers must capture the defender's buildings. To capture a building, a model from the attacking force must either be inside it or in base contact with it, and there must be no defenders within 5cm/2" of it. A building which was captured in a previous turn will no longer count as captured if a defender moves to within 5cm/2" of it.

► LIBERATED

The Haradrim move to within 2" of the building, stopping it being captured.



Alternative Approaches

Assassins

In this scenario, the defenders can win not only by killing half of the attacking models, but also by killing the Hero in the attacking force with the highest points value. In a Haradrim force, the Hāsharin is the ideal warrior to undertake this challenge. Although other forces do not have troops so well suited to the task, they are not without potential Hero-slayers of their own.

*'Flee them...
They are deadly.'*

GILDOR,™ SPEAKING OF THE NAZGÛL™



▲ HĀSHARIN

The perfect Hero killers.



▲ GLORFINDEL

Elven Cloaks can keep Heroes hidden until it's too late.



▲ RINGWRAITH

Their Compel ability can make their prey come to them.



◀ RANGERS

Superior shooting skills let them hunt from afar.



► EAGLES

Fast and hard-hitting troops, who can deliver a decisive strike.

WINNING THE GAME

- The attackers win if, at the end of any turn, they have captured four of the defender's buildings.
- The defenders win if they kill half of the attacking force. The defenders will also win if they kill the Hero in the attacking force with the highest points value.



Hâsharin™

The Hâsharin are the deadly assassins of the Hâsharii, Harad's mysterious masters, silently enforcing the will of Sauron within the dry desert lands. Here we show you how to paint your Hâsharin model.



The Hâsharin is a member of a mysterious sect of cold-blooded killers, masters of stealth and assassination. Fear is one of their key weapons against the rebellious voices among the Harad, every bit as effective as the poisoned blades they wield. Those not slain in the dead of night are intimidated into silence by the Hâsharin's mere presence. The Hâsharin are wreathed in cloaks made of dark cloth that aid them in their stealthy missions. They use their billowing robes to obscure their body's true location in combat, so that an unwary attacker strikes only cloth instead of dealing a deathblow.

In this Painting Workshop we show you how to paint your Hâsharin model in the subtle, dark tones appropriate to his stealthy trade.

◀ KNIFE IN THE BACK

This Hâsharin assassin stalks unseen up to his intended prey.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
BESTIAL BROWN
BRONZED FLESH
BROWN INK
ELF FLESH
SCAB RED
FORTRESS GREY
REGAL BLUE

CODEx GREY
ENCHANTED BLUE
SCORCHED BROWN
BLEACHED BONE
BOLTGUN METAL
CHAINMAIL
BLUE INK
BLACK INK

GRAVEYARD EARTH
KOMMANDO KHAKI
BUBONIC BROWN
SHINING GOLD
MITHRIL SILVER
HAWK TURQUOISE



1 Dark Skin

Once the model has been undercoated with an even coat of Chaos Black, you can begin to paint the Hâsharin's skin. First, mix Bestial Brown and Bronzed Flesh together and apply as a base colour. Next, mix Bestial Brown with a small amount of Brown ink and apply as a wash over the base colour. After resetting the base colour, highlight the edges by adding Elf Flesh to the original base colour.



◀ The Bestial Brown and Bronzed Flesh mix as a base colour gives the Hâsharin his dusky appearance.

► The dark hue mixed from Scab Red and Chaos Black forms an ideal base colour for the dark robes.



2 Red Robes

The Hâsharin assassin wears clothes that are similar in colour to the rest of the Haradrim. However, to help keep him hidden in the dead of night, his clothes are of a much darker hue than those of the rest of his people. To create the dark red tone of the Hâsharin's robes, mix a small amount of Chaos Black with some Scab Red and apply this as a base colour over the legs and arms of the model. Mix a little more Chaos Black in with the base colour and then water this down and apply as a wash directly into folds. Once the base colour has been reset, add a little more Scab Red to the mix along with a little Fortress Grey to lighten the tone. This is then blended onto the edges. Finally, add some more Fortress Grey into the mix and apply this as the last highlight using the blending technique.

◀ In order to maintain the overall dark tone of the robes, avoid making the highlights too light.



3 Blue Cloth

The Hâsharin's vest and mask are a deep blue colour, made by mixing Regal Blue and Chaos Black paint. Once this has been applied to the vest and mask, a slightly lighter tone is created by adding a little Codex Grey to the mix - this is then blended onto the edges. Add a bit more Codex Grey to the mix for the final highlight tone and blend it onto the very edges of the cloth.



▲ Using Codex Grey to lighten the tone stops the blue from looking too vibrant.



▲ Once the Hâsharin's face and robes have been painted, you can move on to painting his ceremonial sash and cloak.



4 Ceremonial Sash

The ceremonial sash that the Hâsharin wears around his waist is much lighter than the rest of his clothes. The base colour is mixed from Codex Grey and Enchanted Blue, which is then painted onto the sash. Create a wash by adding water and a very small amount of Chaos Black to the mix, and apply this over the sash. The base colour is then reset before applying any highlights. Small amounts of Fortress Grey are added to the base colour for each successive highlight layer - which is applied using the blending technique.



◀ Be careful not to add too much Chaos Black when creating the shade for the sash, as this will make it too dark.

5 Black Cloak

The assassin's cloak is pitch black, like the inky darkness of a Harad night. The cloak on your Hâsharin model is painted in the same way as Suladân's outer cloak from Pack 86's Painting Workshop. Start with a base colour of Chaos Black and blend up through the highlight layers by mixing in small amounts of Fortress Grey.

► Try to keep your highlights as subtle as possible in order to maintain the dark appearance of the cloak.



6 Leather Straps

The leather bands that are wrapped around the Hâsharin's legs, arms and across the top of his hood are first painted with a flat coat of Scorched Brown. Chaos Black is then mixed with the Scorched Brown and watered down before being applied into the gaps as a wash. The base colour is then reset before the highlights are applied. The leather is highlighted by mixing in small amounts of Bleached Bone for each successive layer of highlights.

◀ Only the edges of the straps need highlighting.



▲ After the leather straps have been painted you can move on to the Hâsharin's weapons.





7 Darkened Steel Weapons

The assassins of the Hâsharii use a darkened steel to make their weapons. This reduces the amount of light reflecting off them - betraying the Hâsharin's position. The base colour is made from a mix of Boltgun Metal and Chaos Black, which is then painted onto the weapons. The blades are then gradually highlighted by adding small amounts of Chainmail to the base colour mix and blending it onto the edges. Finally, mix a small amount of Blue ink with some Black ink and water - this is then applied as a wash to the blades.



◀ The final ink wash adds a subtle blue sheen to the weapons.

➤ Once the pipe is painted, the details on it can be picked out with Chaos Black.



◀ The wicker box can be carefully dry-brushed.

8 Blowpipe

The blowpipe is made from the stem of an exotic Harad plant. Apply a base colour of Graveyard Earth followed by a wash of Chaos Black. Reset the base colour and then highlight the blowpipe with Kommando Khaki. The small basket that holds the Hâsharin's deadly poisoned darts is woven from wicker. Paint this Bestial Brown and then highlight it with separate dry-brushes of Bubonic Brown and Bleached Bone.

9 Final Details

All that remains to be painted on the Hâsharin model are the last few details. The shoes are painted black, just like the cloak. The crescent moons can be painted Shining Gold, followed by a highlight mix of Shining Gold and Mithril Silver and a wash of Brown ink. The teeth tokens can be painted Bestial Brown followed by a highlight of Bleached Bone. Finally, the square brooch on the right hand side of his chest can be painted Hawk Turquoise and highlighted with a Hawk Turquoise and Fortress Grey mix.



▲ This small piece of Hawk Turquoise helps to tie the Hâsharin with the rest of a Harad force.



▲ These ceremonial crescents are the only reflective material the Hâsharin wears.



▲ Once based like the rest of your models, the Hâsharin is ready to stalk his prey on the battlefield.

Haradrim™ City

The dusty settlements of the Haradrim provide safe refuge from the harsh desert sun. In this Pack, we take a look at the distinctive architecture of the Haradrim and show you how to build Harad buildings, an ornate tower and a set of city walls.



This Pack's Battle Game centres around the imposing walls and twisting streets of a Harad city. However, the lands of the Haradrim are not described in *The Lord of the Rings*, so we must imagine what a Harad city would look like. Looking at old Arabian and Indian buildings can give us inspiration as to what styles of architecture could be found in a desert city.

Here, we show you how to create flat-roofed houses and sturdy, sandstone city walls. We will also present some ideas for creating more ambitious buildings, such as a dome-topped tower. Central to the overall effect of this terrain set are some new paint effects, which will be used to create ornate rugs, tapestries and exterior details.

◀ DESERT TOWN

The Haradrim defend their settlements against intruders fair or foul.

YOU WILL NEED

Modelling Essentials

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

FOAM CARD
WIRE MESH
THIN CARD
HARDBOARD
SQUARE AND
CYLINDRICAL BALSA
WOOD ROD
TEXTURED PLASTIC CARD
BALSA WOOD SHEET

PLASTER FILLER
SKULL WHITE,
SNAKEBITE LEATHER,
BLEACHED BONE,
BESTIAL BROWN,
BUBONIC BROWN,
SCORCHED BROWN,
GRAVEYARD EARTH,
KOMMANDO KHAKI,
DARK FLESH,
TERRACOTTA,

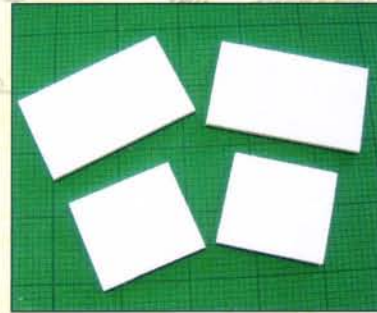
TANNED FLESH,
SHINING GOLD,
HAWK TURQUOISE
AND FIERY ORANGE
ACRYLIC PAINTS
POLYSTYRENE EGGS
STYRENE
WATER EFFECT FLUID
AQUARIUM PLANTS
THICK CARD
PLASTIC TUBING



Harad™ Buildings

1 The Inner Walls

Our Harad buildings are sturdy constructions, with walls made from two layers of foam card. The inner walls are smaller than the outer ones, and are constructed first. The measurements given here are guidelines – once you've made a basic building, you can experiment by tweaking the dimensions to make more as you see fit. Cut four rectangles of foam card – two of them are about 12cm/5" long by 7cm/2¾" tall, while the other pair need to be the same height, but only 8cm/3" long.

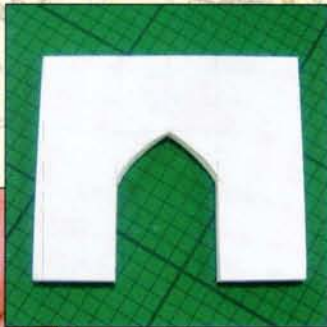


◀ WALLS

The walls of the basic building are simply rectangles of foam card.

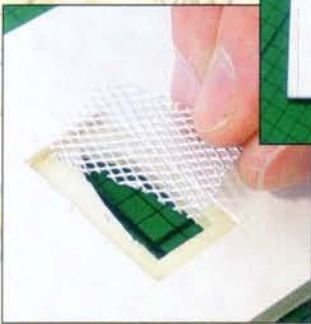
▶ DOORWAY

Cut an arched doorway from the front wall section.



◀ LEADED WINDOW

A sliver of foam card around the window is removed so that the mesh fits flush with the wall.



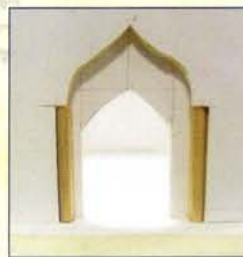
2 Doorways and Windows

There are a variety of shapes you can employ for the doorways – looking at our reference images, we settled on an arch with a pointed apex. Cut this shape out of one of the walls. The windows can be the same design as the doorway, only smaller. Before the building is assembled, aluminium mesh can be added to the windows for extra detail. Use a craft knife to slice away a sliver of foam card around the windows on the interior side of the wall. Next, cut a small piece of aluminium mesh and insert it into the recess you just made. Finally, make a rectangular window frame from thin card and glue it around the window, disguising the join between the foam card and the mesh. Finally, you will need to make a base from foam card or hardboard, allowing an extra 2cm/1" all around the edge. Using PVA glue, assemble the inner walls on the base to make a sturdy, box-like building, and leave it to dry.

3 Outer Walls

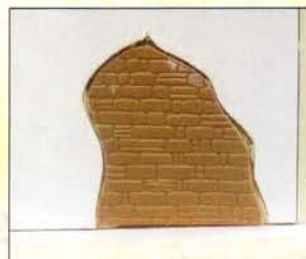
The outer walls need to be carefully measured so that they are slightly larger than the inner walls all round, and about 2cm/1" taller. The outer walls will clad around the inner walls, increasing the size of the building and allowing you to make a multi-layered features out of the doors and windows. Cut ornate shapes out of the wall sections that will reveal the doorway and windows. Further enhancements can be added by inserting pillars made from cylindrical balsa wood rod or dowel.

To add extra detail, exposed brickwork can be modelled onto the outer walls. First, cut out thin recesses from parts of the outer surfaces, as shown. Into these recesses, glue some brick-textured plastic card. The joins will be hidden by plaster in a later Step. Once you are happy with your detailing, glue the outer walls to the inner ones.



▲ DOOR DESIGN

Small pieces of dowel and a double-thickness wall make the doorway a real feature.



▲ TAKING SHAPE

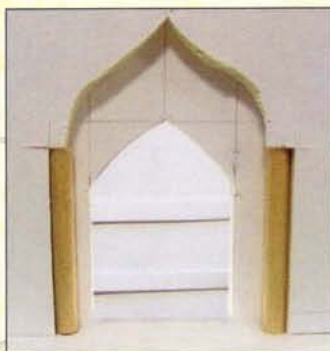
By this stage, you can already see how the building will look.

◀ DAMAGED WALL

Insert brick-textured plastic card into the foam card wall.

4 The Door

The door can be made from balsa wood sheet or thin card, in a similar way to that shown in earlier Packs of *Battle Games in Middle-earth*. Glue this inside the building and then add an extra foam card wall to the inside. This wall needs to have another doorway cut out of it, identical to the one on the inner wall. Once the door is sandwiched between these two walls, it will look realistically recessed.

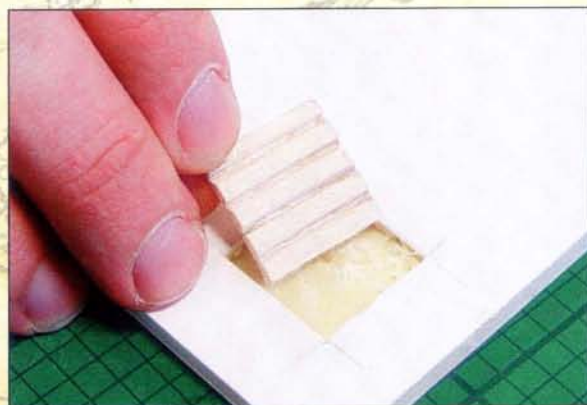


◀ THE DOOR

This door has been made with off-cuts of card, although balsa wood can also be used.

▶ TRAPDOOR

This hatchway is made from scored balsa sheet, inserted into the foam card roof.



5 The Roof

The roof is made from a rectangular sheet of foam card, designed to fit on top of the building's inner walls, but within the outer walls. If you would like to create interior detail for the building, then do not glue the roof into position. Additionally, it is a good idea to create a trapdoor in the roof, representing an access point from the room below. This can be made just like in earlier Packs or, alternatively, could be inset into the foam card in a similar way to the brick detail in Step 3.

6 Finishing the Exterior

Before you begin plastering the building, use a craft knife to trim away any harsh edges, creating a weathering effect. To represent the ends of the wooden posts that support the roof, take some 5mm $\frac{1}{4}$ " thick square balsa rod, and cut it into 1cm $\frac{1}{2}$ " lengths. Glue these intermittently around the walls, level with the roof position.



◀ SUPPORT STRUTS

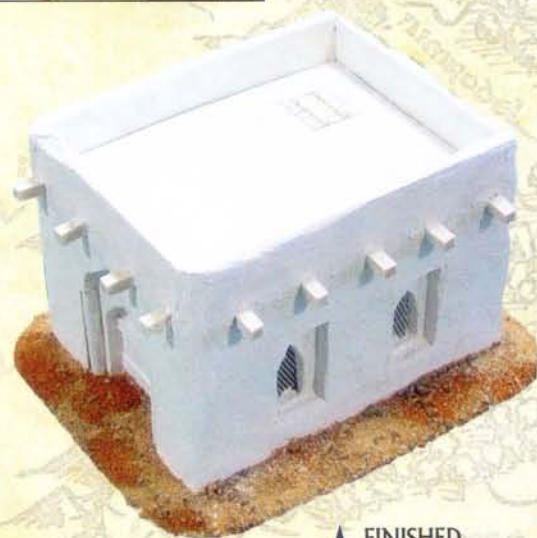
Small balsa struts represent the construction techniques of the Haradrim.

Next, mix up some plaster filler and thin it down with a little water. With a piece of card, spread this all over the building. Be careful to avoid all of the wood, mesh and plastic card parts, while filling in all the gaps and any areas of poor fit. Leave the plaster to dry thoroughly before using PVA to glue sand over the base.



▶ PLASTER WALL

Blend in the damaged wall sections with plaster filler.



▲ FINISHED CONSTRUCTION

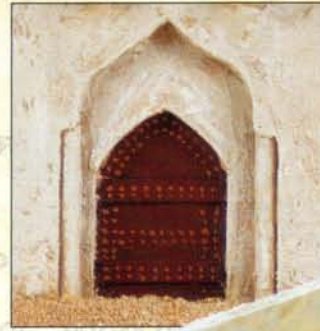
The building is now ready for painting and detailing.



7 Painting the Buildings

As these buildings are light in colour, they are best undercoated with Skull White. Once dry, apply a very thin coat of Snakebite Leather over the plaster areas, followed by a heavy dry-brush of Bleached Bone. Finally, apply a lighter dry-brush of Bleached Bone mixed with Skull White. Any exposed areas of brickwork can be painted Bestial Brown and dry-brushed with Bubonic Brown.

The wooden areas can be given a base coat of Scorched Brown. Dry-brush them with Graveyard Earth, before giving them a lighter dry-brush of Kommando Khaki. If you like, the doors can be given a more ornate, lacquered treatment. If so, paint them with Dark Flesh and dry-brush them with a mix of Terracotta and Tanned Flesh. Add patterning if you wish with Shining Gold. The colourful patterns around the tops of the building are first painted Dark Flesh and dry-brushed Terracotta. Copy some appropriate patterns from reference books or websites, using colours such as Shining Gold, Hawk Turquoise and Fiery Orange.



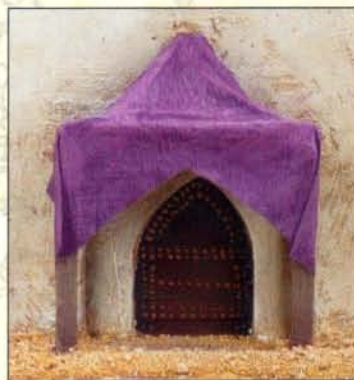
◀ ORNATE DOOR

The pattern was copied from reference material and applied using Shining Gold paint.



▶ FINISHED BUILDING

The basic Haradrim building, ready to adorn your battlefields.



▲ AWNING

This simple awning was created from a paper towel, and painted with Liche Purple acrylic paint.

◀ TOWER

This ornate tower is very straightforward to make.

Alternative Approaches

Different Buildings

Try varying your buildings by adding a few details to them, such as lean-tos and awnings, similar to those found in earlier Packs. Also, by altering the size and shapes of your windows and doors, and by applying different paint effects, you can create plenty of variety without changing the basic construction. Take a look at this Pack's Battle Game for examples of other building designs.

Here is an example of what you can achieve with a little imagination. This tower was created by constructing a smaller version of the basic Harad building, and adding a parapet to the top using cylindrical balsa rod and foam card. The distinctive dome was made from part of a polystyrene egg, available from many hobby shops – when modelling a Harad city, it's well worth buying several of these eggs and spheres, in various sizes, for adding decoration to your buildings.



Interior Details

1 Stairs

A set of stairs is the simplest way to add interior details to your buildings. These are made from styrene in exactly the same way as siege wall stairs, but smaller. It is also a good idea to have the top of stairs positioned near to the trapdoor in your roof.



◀ STAIRWAY

Interior stairs are a simple way to add extra realism to your buildings.

➤ DECORATIVE CARPETS

This rug was simply a photograph, reduced to size on a photocopier, and glued down.



2 Rugs and Wall Hangings

The simplest way to make rugs and wall hangings is to find some appropriate images in books or on the Internet. Either print these out to the desired size, or reduce them on a photocopier. Glue them into place to make attractive interior details. If you'd rather make them yourself, rugs and wall hangings can be made from cartridge paper, soaked in thinned-down PVA glue. Rugs look better with tasselled edges, which can be created before gluing them down by cutting all around the edges with scissors.





3 Bathing Pools

In some of your larger buildings, you could even make a shallow pool, which would be used as a bath by wealthier citizens of Harad. To begin with, you will need to use layers of foam card to raise areas of the floor. Cut a square into these layers to make a shallow bath, and stick lots of small, square card tiles over the sides and bottom of it. After painting, apply several thick layers of gloss varnish or Games Workshop's Water Effects fluid to the bottom of the pool, to make it look as though it is full of water.



► WATER

Water Effects fluid provides a quick and easy way to make realistic pools of water.

4 Plants

Again, these look best in the larger houses in your collection. Plants can be made by cutting small sections of plastic aquarium plants, and sticking them into a small 'pot'. The pot can be made from an off-cut of plastic tubing or dowel, painted an appropriate colour, such as Terracotta.

► POTTED PLANT

Aquarium plants are available from many pet stores and garden centres.





The City Walls

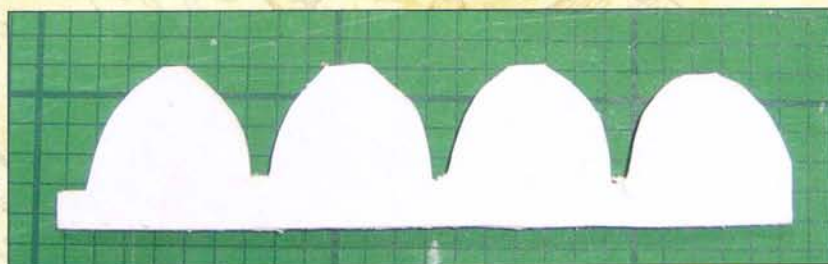
1 Basing the Walls

The city walls are designed to stretch across your two flat modular desert board sections from Pack 86's Modelling Workshop, and are similar in design to the castle walls you have made in the past. It is always a good idea to make walls in sections, so that, should they be destroyed during a game, they can be removed for ease of play. We chose to make two straight walls, each approximately 50cm/20" long, and a gatehouse, measuring roughly 20cm/8" long. Begin by cutting rectangular bases for your walls from hardboard. The two wall sections need to be about 50cm/20" long by 10cm/4" wide. The base of the gatehouse measures 20cm/8" by 12cm/5".



◀ HARDBOARD

A large saw is invaluable when cutting sheets of hardboard.



▲ CRENELLATIONS

Make a card template for your crenellations, to save yourself time later.



▲ SLOPING WALL

The front fascia provides a slope, differentiating it from Gondorian or Rohirrim architecture.

2 Building the Wall Sections

Take one of your wall bases. Begin by cutting a rear wall from a piece of foam card. This wall needs to be the same length as the base, and about 10cm/4" high. The front of the walls will slope upwards, getting narrower towards the top. To achieve this, the sides of the wall sections are an irregular shape - flared at the bottom but only 2" wide at the top, as shown. Cut out a number of these shapes, all identical, and stick them at regular intervals along the length of the wall, beginning at either end. These will lend strength to the wall section, and allow you to assemble the rear wall to the base.

The walkway at the top of the wall is made from a piece of thick card, about 50cm/20" long by 5cm/2" wide. Glue this to the top with PVA. Next, cut another rectangle of foam card, the same length as before but a bit taller. Place this against your slope. A strip of crenellations is then built so that it extends about 2cm/¾" above the walkway. Once assembled, put the section to one side for now and repeat the process for the other wall.

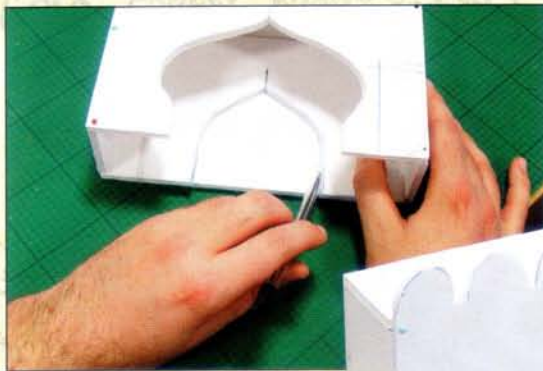
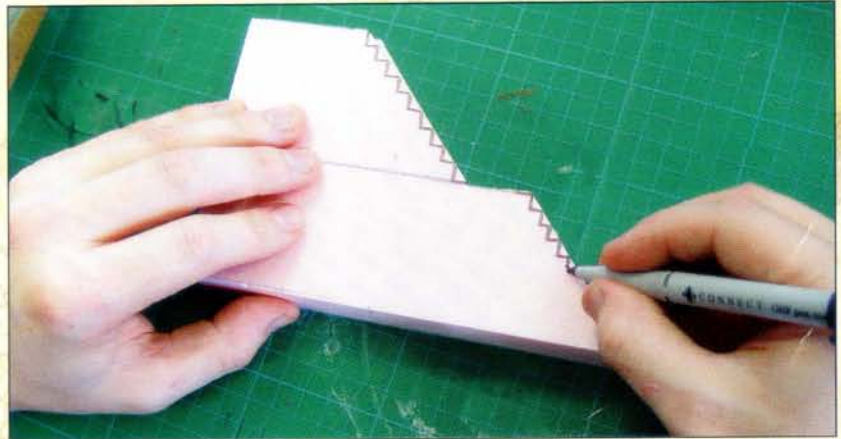


3 Wall Stairs

In order to make the walls practical for gaming purposes, you will need to create stairs for at least two of the wall sections. These are created from 2½cm/1" thick styrene, and are carved with a long-bladed craft knife, in exactly the same way as in Packs 28 and 30.

► STYRENE STEPS

Mark out your styrene wall stairs before cutting out the steps with a sharp, retractable blade.



◄ MATCHING GATE

Use the front pattern as a guide to marking out the gateway.



► GATEHOUSE

Once the glue is dry, remove the pins and begin adding details.

4 The Gatehouse

The gatehouse is constructed from foam card in a similar fashion to the rest of the walls, although its front will not be sloped. Using the hardboard base as a guide for its length, cut out pieces of foam card for the front, back, top and sides of the gatehouse, using the walls as a guide for its height. Remember that the front of the gatehouse will need crenellations to match those on the walls. Then, cut out a gateway into the front and back walls of the gatehouse, creating a doorway similar to those you created for your Harad buildings, but larger in size. When assembled, you will find that there is a gap on the inside of the gateway between the front and back walls of the gatehouse, which can be covered with card.

5 Painting and Detail

Now that the model is complete it can be plastered in the same way as your Harad buildings and painted in a similar way. If you like, you can also add extra detail work such as coloured banding around the arch of the gatehouse.



◄ DRY-BRUSHING

Successive layers of dry-brushing will provide the walls with a suitably sand-blasted look.



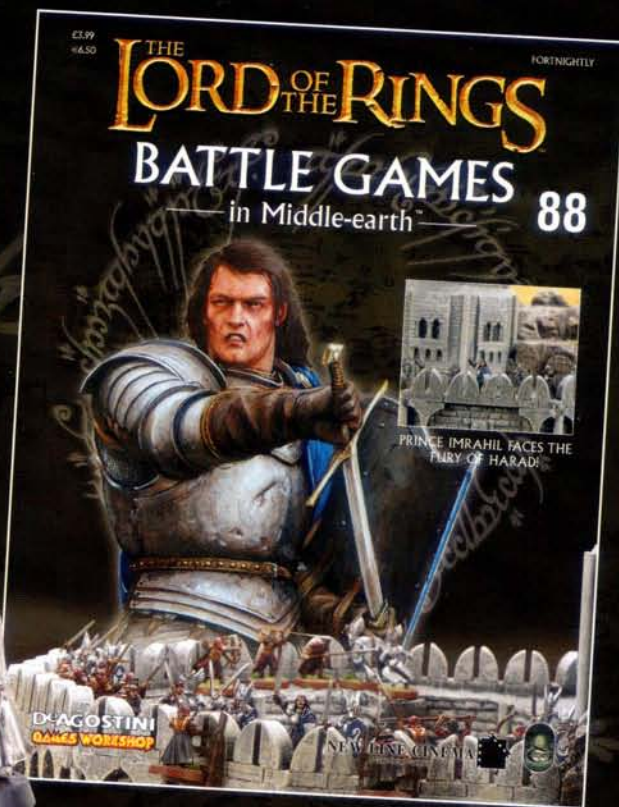
▲ CITY WALLS

The finished walls, ready to provide protection for your Harad town.

IN YOUR NEXT GAMING PACK...

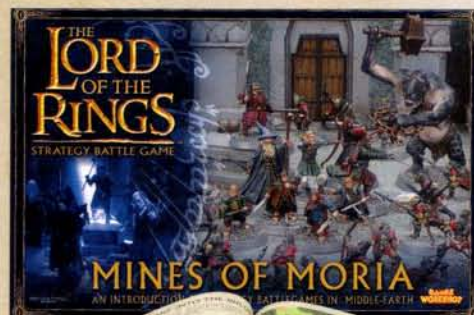
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- The cruel Haradrim clash with the forces of Dol Amroth
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- Build a Dol Amroth border fortress
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