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Managing Editor: Ally Bryce

Production Controller: Mark Sanders-Barwick

ISBN 0 7489 7857 7 N79 06 02 01 Printed in Italy.

Editorial and design:

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

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British Cataloguing-in-Publication Data:

A catalogue record for this product is available from the British Library.

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Wizards of Middle-earth™

Wise and powerful, the Council of Wizards has guided the Free Peoples for many years, aiding them against the rising darkness in the East. Among their number, Radagast works to protect the good creatures of Middle-earth from these evils.

Powerful and enigmatic, Wizards are beings of potent magic and fathomless wisdom. Counted as allies of all that is good in the world, they have used their abilities many times to guide and protect the Free Peoples of Middle-earth. However, as the Dark Lord Sauron's power grows, so too does the role of the Wizards in the coming war against the forces of darkness. Gandalf hunts for The One Ring, using all his wisdom and guile to find it before the servants of the Enemy, while in Isengard Saruman has become corrupted by his lust for power and turned to the service of the Dark Lord. Radagast remains mostly unaware of these events until, alerted to the White Wizard's treachery and Gandalf's imprisonment, he sends the great Eagle Gwaihir to the rescue, freeing his friend and thwarting Saruman's plans.

*'Radagast...
has much lore of
herbs and beasts...'*

GANDALF THE GREY™

In this Pack's Playing the Game we present Radagast the Brown's special rules and powers, along with some new spells for the forces of Evil. In the Battle Game, Radagast must defend his home from Saruman's Uruk-hai with the aid of his forest allies. The Painting Workshop will present a step-by-step guide to painting your Radagast model, while in the Modelling Workshop we will show you how to construct Rhosgobel – Radagast's Mirkwood abode.

► MASTER OF THE WOODS
Radagast's magic gives him mastery over the forces of nature.





Master of the Wild

Of the five Wizards, only tales of Saruman, Gandalf and Radagast are recounted in the War of The Ring. Here, we present the rules for using Radagast the Brown in your Battle Games along with several new magical powers.



Radagast is a member of the Order of Wizards who help and advise the people of Middle-earth. Led by Saruman, the Wizards aimed to prepare the Free Peoples for the coming war against the Dark Lord Sauron. However, Radagast had little time for the nations of Middle-earth, preferring instead to spend his days roaming the wilds, talking with the birds and the beasts. It is because of this preoccupation that Radagast failed to see Saruman's treacherous slide into evil.

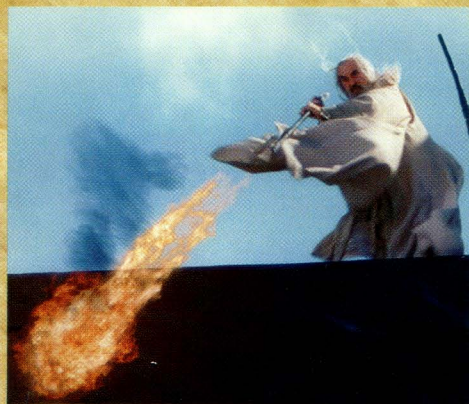
Here, we present all the game information you need to include Radagast as part of your Good force. His powers reflect his affinity with nature and his close bond with birds in particular. We also present two powers available to some Evil magic users.

◀ NONE SHALL PASS

Radagast protects the forest borders from the despoiling servants of Sauron.

Staff of Power

Each of the Wizards carries a staff as a symbol of their order and a channel for their power. Without them, their ability to use their magical powers is severely curtailed. Each staff is unique and special to the Wizard who wields it. Radagast's is made from simple wood with a stone embedded in the top. In the game, a Staff of Power counts as a two-handed weapon in combat, as described in Pack 9. It also provides the Wizard with a single point of Will that can be used during each turn without reducing his score.



◀ SORCEROUS BLAST

Saruman uses the power of his staff to manifest blasts of sorcerous energy aimed at his foes.



Radagast the Brown (Points value: 150)

Living on the borders of Mirkwood, Radagast is a member of the Order of Wizards. Less given to displays of power than his fellows, Radagast is a master of hues and shapes and his skill with the birds and beasts of Middle-earth is without equal.



Radagast 5/- 4 5 1 3 7 14cm/6" 3 6+1 3

Wargear:

Hand weapon

Options:

Horse 10 pts

Magical Powers:

Terrifying Aura
Immobilise
Renew
Panic Steed
Aura of Dismay

Special Rules:

Staff of Power
Master of Birds
One with Nature



Master of Birds

Radagast is able to talk to all manner of birds and is frequently accompanied by a raven, which acts as his eyes and ears. Because the beasts tell Radagast all that transpires within his protectorate, it is impossible for enemies to conceal their movements from the Wizard. To represent the beasts scouting the battlefield on his behalf, Radagast is always assumed to have line of sight to any point on the battlefield.

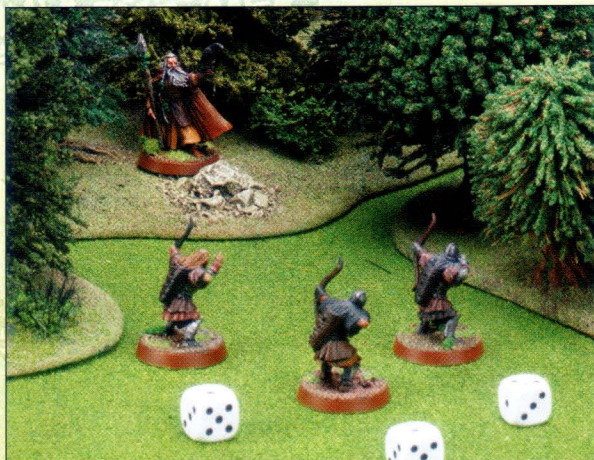
► CALL OF NATURE

Radagast's raven companion allows him to draw a line of sight to the Orcs and cast *Immobilise* on the enemy.



► CONCEALED

These Orcs have failed their rolls to spot Radagast, and so are unable to shoot at him this turn.



One With Nature

Radagast has a strong connection with nature and is able to use his knowledge and skills to blend seamlessly with his surroundings, passing without trace and making him almost invisible. To represent these skills in the game, Radagast is able to move through areas of difficult terrain without penalty as long as he is not mounted. Additionally, he always counts as wearing an Elven Cloak, the rules for which were presented in Pack 62.



Magic Powers

Radagast has several new magic powers, distinct from those used by the others of his Order. We present them here, along with other new powers that are available to some of the minions of Sauron.

Renew

Range: 28cm / 12"

Dice score to use: 3+

The caster uses his magical powers to heal his allies, repairing the terrible damage done by injuries sustained in battle. However, this power is not strong enough to bring the dead back to life. The caster of this spell can restore one lost Wound to one friendly model that is still in play.



◀ HEALING TOUCH

Radagast uses his Renew power to restore one of Gwaihir's lost wounds, allowing him to survive the Orcs' attack.

▶ MASTER OF BEASTS

Radagast can use his Panic Steed spell on Fell Beasts as well as Wargs and horses.



Panic Steed

Range: 28cm / 12"

Dice score to use: 2+

With this power, the caster can invoke deep feelings of fear within the beasts of Middle-earth. This causes them to panic, bolting in a wild attempt to flee, making it impossible for any rider to remain seated. This power may only be directed against a mounted model. The rider is immediately thrown as the steed rears and bucks him from the saddle. Remove the steed from play and roll on the Thrown Rider chart to determine the effect of the fall.

Aura of Dismay

Dice score to use: 5+

The caster can create a dark miasma of fear around him that makes himself and those allies close to him Terrifying to their enemies. This power is cast at the end of the Wizard's move. When cast, any friendly models that end their move within 14cm / 6" of the caster, including the Wizard himself, count as causing Terror for the remainder of the turn.



◀ FEARFUL AURA

If this Orc wishes to charge an Elven Warrior it must first pass a Courage test because of Radagast's spell.



Fury

Dice score to use: 3+

This dire spell fills all those near to the caster with a great and terrible bloodlust, allowing them to fight heedless of even the most serious of wounds. While this spell is in effect, the caster and any friendly model within 14cm/6" of the magic user will automatically pass any Courage tests they are required to take. In addition, every time any of these models suffers a wound, roll a dice. On the score of a 6, the wound is ignored. If this wound is not ignored in this way, Heroes can then make use of their Fate as normal. These effects last until the caster loses a fight.

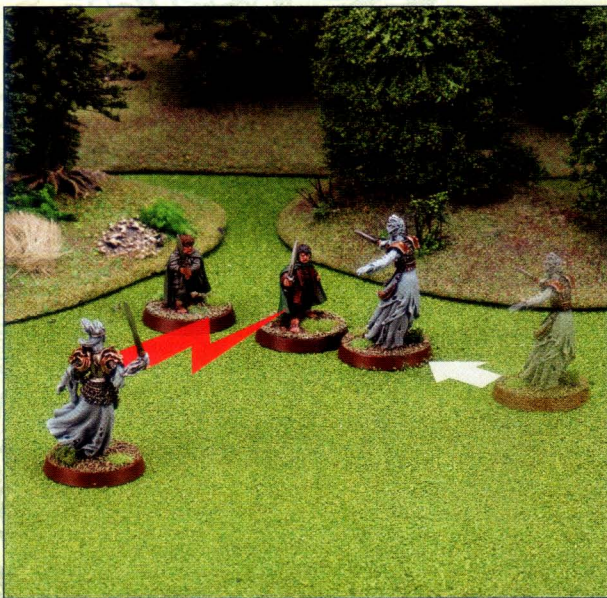


◀ CONTINUE TO FIGHT

Because of this Shaman's Fury spell, the Orc ignores the Rohan Warrior's wounding hit as he rolled a 6 on the dice.

► PARALYSING ATTACK

The Barrow Wight has successfully paralysed Frodo, before his companion moves in to attack, automatically winning and striking against the trapped Hobbit.



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

Paralyse

Range: 14cm/6"

Dice score to use: 4+

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



◀ HELPED TO RECOVER

Frodo fails to recover on his own, but Merry can spend a point of his Might to bring Pippin round if he chooses.



Kill the Wizard

In this Pack's Battle Game, we look at what might have happened if Saruman, knowing Radagast would never willingly serve The Eye, had sent a force of Uruk-hai to kill the Brown Wizard and steal his staff of power.



After meeting with Gandalf, and relaying Saruman's invitation to Isengard, Radagast has returned to his home, Rhosgobel, unaware of the White Wizard's treachery. However, following Gandalf's escape, Saruman has been forced to accelerate his plans for conquest. Knowing the kind-hearted Radagast will never willingly follow him in the service of Sauron, Saruman has decided to kill Radagast and take his staff of power. To this end, Saruman has dispatched a war party of his Uruk-hai to Mirkwood, to hunt down the Brown Wizard and kill him. Gandalf, suspecting Saruman's evil intent towards their brother Wizard, has sent Gwaihir to warn Radagast, but will the Windlord arrive in time?

◀ TIME OF NEED

Radagast calls to his woodland friends for aid, as the evil Uruk-hai attack.

THE COMBATANTS

For this game, the Good player will need the Radagast model that came with this Pack, the Gwaihir card figure from Pack 46 and the Ent and Treebeard card figures from Pack 32. The Treebeard card figure is used here to represent a normal Ent.

The Evil player will need the Lurtz model from Pack 5 – although he is used as a normal Uruk-hai Captain – the Uruk-hai Captain from Pack 9, and 16 Uruk-hai models, eight armed with pikes and eight with hand weapons and shields, from Packs 4 and 10. He will also need the four Uruk-hai bowmen card figures from Pack 2, and five Warg Rider models from Packs 68 and 69.



▲ THE BROWN WIZARD

Radagast will need all his magical powers to defeat the Uruk-hai invaders.

► THE FURY OF ISENGARD

The Uruk-hai's loyalty to their master Saruman is absolute.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Radagast	5/-	4	5	1	3	7	14cm/6"	3	6+1	3
Gwaihir	8/-	5	8	2	3	6	28cm/12"	1	1	1
Ent	7/4+	8	8	3	3	6	14cm/6"	-	-	-
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 Warg Rider	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Warg	0/-	4	4	0	1	2	24cm/10"	-	-	-

NB. Models are armed and armoured as depicted on the models. Models carrying shields add 1 point to their Defence value.

The Gaming Area

This Battle Game is played on a 120cm/4' square board, with Rhosgobel, Radagast's home, in the middle. This Pack's Modelling Workshop shows you how to make Rhosgobel. Spread as many trees and areas of difficult terrain as you can muster across the rest of the board, to represent Mirkwood.

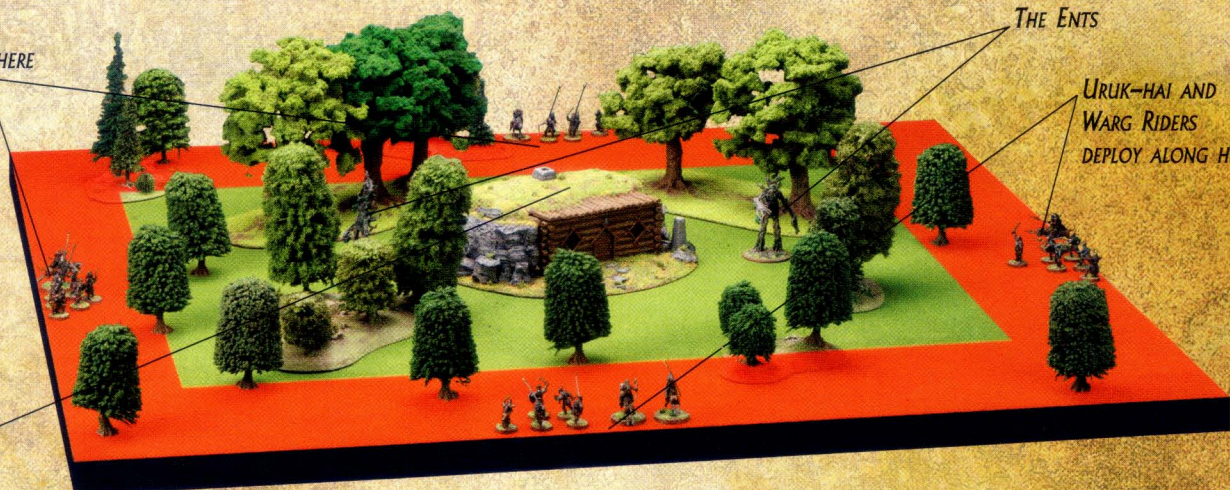
Starting Positions

The Evil player deploys his troops first, by splitting the Uruk-hai and Wargs into four groups of at least five models each. Assign each group to a board edge and position them anywhere within 14cm/6' of their assigned edge.

Radagast begins play inside Rhosgobel, while the Ents are deployed anywhere on the board that is at least 12" away from the Evil player's troops. Gwaihir enters play later, as described in the Special Rules section, and so is not deployed at the start of the game.

URUK-HAI AND
WARG RIDERS
DEPLOY ALONG HERE

RADAGAST
STARTS IN HERE





Special Scenario Rules

Woodland Guardians

Radagast is not alone in Mirkwood, as the Brown Wizard shares his forest home with two Ents, who are deep in slumber at the beginning of the game. The Ents follow all the usual Ent rules described in Pack 32.

► GUARDIAN

Using the Tree-ish rules, the Good player rolls a 3 in turn 4, waking the Ent.



Fury of the Forest

Because of his strong affinity for nature, particularly in the regions around his home, Radagast can call the creatures of the forest and even the trees themselves to his aid. In addition to all his usual Magical Powers, Radagast gains the following two powers:

Constrict

Range: Any enemy within 18"/42cm.

Dice score to use: 5+

Reaching out with his mind, Radagast entreats the trees to attack his foes, causing roots to rise from the ground, crushing and trapping his enemies.

If the power is cast successfully, the target suffers a single strength 7 hit. In addition, if the victim is not killed he is also pinned in place as though he had been the victim of an Immobilise spell.

► CONSTRICTED

Radagast casts the Constrict spell, killing the helpless Uruk-hai warrior with crushing tree roots.



Awaken the Wood

Instead of casting a spell in the movement phase, Radagast can spend Will points to affect the dice rolled for the Ent's Tree-ish roll. For each Will point spent, reduce the score of the dice rolled by 1, to see if an Ent wakes up. The Good player can only affect the Tree-ish roll of a single Ent per turn.

► AWAKENED

Radagast spends a point of Will to reduce the Ents tree-ish roll by 1, awakening the Ent just in time.



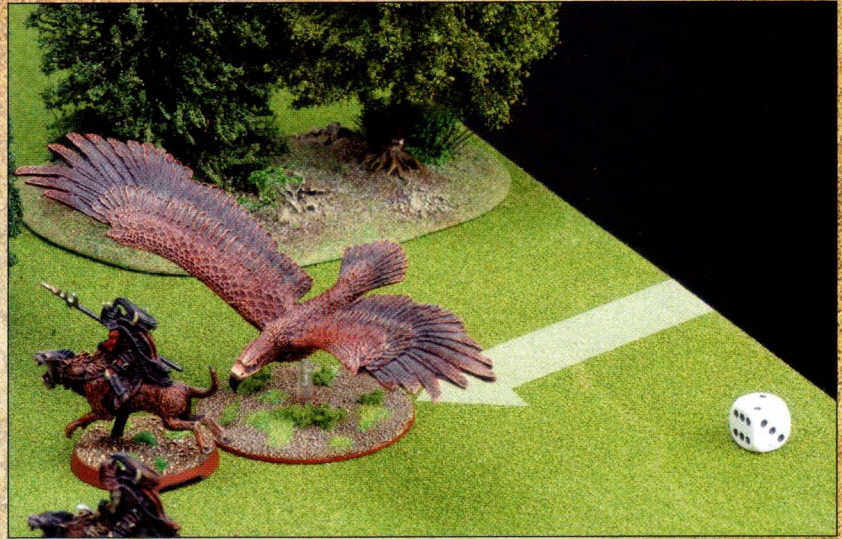


Eagles

Gwaihir does not begin play on the board at the start of the game. To see when he arrives, the Good player must roll a dice at the start of his movement phase. If the dice roll is less than the current turn number, then Gwaihir moves onto the board from a board edge of the Good player's choosing. During play, Gwaihir can carry Radagast, using the rules for passengers from Pack 40. Gwaihir is considered to be both the Mounted Warrior and Steed.

► TO THE RESCUE

Having rolled a 2 at the beginning of turn 3, the Good player can move Gwaihir onto the board.



Inhospitable

Because Mirkwood is a dense, inhospitable forest, thick with brambles and gnarled roots, any model moving within 5cm/2" of a tree counts as moving through difficult terrain.

◄ SLOWED

Because they are moving within 5cm/2" of the tree the Uruk-hai can only move at half speed.

WINNING THE GAME

- The Good player wins by killing both the Uruk-hai captains and at least 14 other Uruk-hai.
- The Evil player wins the game by killing Radagast.
- If neither side manages to secure victory after 20 turns the game ends in a draw.

► THE HUNT IS ON

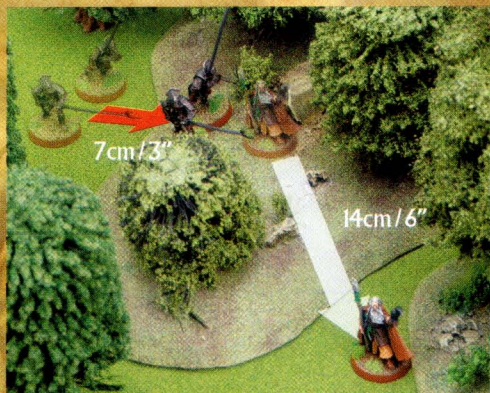
The swift and tireless Uruk-hai speed towards their prey.





Tactics

This Battle Game is challenging to win and can easily end in a draw. Here we look at some of the tactics the Good and Evil players can use in order to secure victory.



▲ DIFFICULT TERRAIN

Radagast can move through difficult terrain unhindered, unlike the Uruk-hai.

1 One With Nature

Despite his formidable magical powers, Radagast will be no match for a large group of Uruk-hai warriors if they manage to engage him in combat. To prevent the Uruk-hai from ganging up on him, the Good player could use Radagast's 'One with Nature' special ability to move quickly through difficult terrain, which will slow down the Uruk-hai. Radagast can also use his 'Terrifying Aura' and 'Immobilise' powers to keep the Uruk-hai at bay.



▲ DIVIDED

A lone Uruk-hai warrior is no match for the Windlord.

2 Balanced Deployment

The positions the Evil player deploys his Uruk-hai in at the beginning of the game will greatly affect the battle. Spreading them too thinly will make it easy for the Ents and Gwaihir to pick them off and win the game. Keeping the Uruk-hai in large groups will allow them to gang up on any attacking enemies, but may make it easy for Radagast to avoid them. The key to victory for the Evil player is finding a balanced way to deploy his troops.





3 Maximise Mobility

Thanks to his superior movement and the ability to carry Radagast, Gwaihir can outmanoeuvre the Uruk-hai and rescue the Brown Wizard if he gets into serious trouble. The Windlord is not invulnerable, though, as the Evil player can counter Gwaihir by using his swift-moving Warg Riders to pursue the Windlord and pin him down in combat, while the slower Uruk-hai catch up.



▲ RESCUED

Gwaihir swoops in to pick up Radagast, ready to carry him to safety next turn.

4

4 Distraction

Because the Evil player is facing some of the toughest troops in all Middle-earth, he can expect to lose a lot of his warriors if the Ents get too close. Instead of tackling an enraged Ent head-on, the Evil player could try sending just a few Uruk-hai to distract it, while his main force closes in on Radagast.



◀ SACRIFICE

The lone Uruk-hai has little chance of beating the Ent, but he can slow him down.



The Brown Wizard

Radagast is a reclusive Wizard, residing on the borders of Mirkwood, far from civilisation. He wears natural, earthy tones that are in tune with his wilderness home. Here, we show you how to paint your Radagast the Brown miniature.



Accustomed to living in the wilds of Middle-earth, Radagast has used his magic to become attuned to nature. Moving through the dark forests of Mirkwood, he has also taken to wearing brown robes, helping him blend in among the bowers and glades of the forest. His affinity for nature is also shown in his choice of staff, and in the leaves and herbs he wears. Here we take you through the stages of painting your Radagast model, paying particular attention to his robes and cloak.

◀ THE BROWN WIZARD

Radagast, like Gandalf, is a Wizard, possessed of great magical power.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
BESTIAL BROWN
SNAKEBITE LEATHER
VOMIT BROWN
BLEACHED BONE
SCORCHED BROWN

CODEx GREY
FORTRESS GREY
SKULL WHITE
TANNED FLESH
DWARF FLESH
ELF FLESH

GRAVEYARD EARTH
KOMMANDO KHAKI
CHAINMAIL
SNOT GREEN
GOBLIN GREEN



1 Inner Robes

Once the model has been undercoated with Chaos Black, the light brown robes that Radagast wears can be painted. The colour is painted in increasingly lighter layers, which can be applied using the blending technique introduced in Pack 78. First, mix a small amount of Bestial Brown with Snakebite Leather and apply this as a base colour. Build up the layers by adding more Snakebite Leather, then Vomit Brown and, finally, Bleached Bone.



◀ The blending technique allows you to achieve a seamless transition between the different layers.

2 Tunic

Radagast's tunic is a much darker brown than his robes. A base colour of Scorched Brown is applied. Be careful not to get any on the robe that you have already painted. Next, subtle highlights are applied by mixing in small amounts of Bleached Bone and applying this colour using the blending technique. Be careful not to make the highlights too light, as you want to maintain the shirt's dark appearance.



► Only a small amount of highlighting is required on the tunic to maintain its dark tone.

3 Grey Beard

Radagast, like the other Wizards, has the appearance of an old man. As such, he can be given a grey beard just like Saruman and Gandalf. First, dry-brush the beard and hair with Codex Grey, followed by Fortress Grey. Finally, apply a light dry-brush of Skull White for the final highlights. The braids in Radagast's hair can be carefully painted instead of dry-brushed if you wish.



▲ Be careful when dry-brushing the beard, to prevent getting any of the paint onto areas you have already painted.



◀ You may find it easier painting the braids instead of dry-brushing them.



◀ Once the beard has been painted you can move on to painting Radagast's face.



4 Radagast's Face

The skin on Radagast's face and exposed hand is painted using the same technique as used on Legolas in Pack 76. Start with a base colour of Tanned Flesh mixed with Bestial Brown and then work up through the layers using Dwarf Flesh, Elf Flesh and, finally, a little Skull White. Once the face has been painted, Radagast's eyes can be painted using the techniques shown in Pack 63.

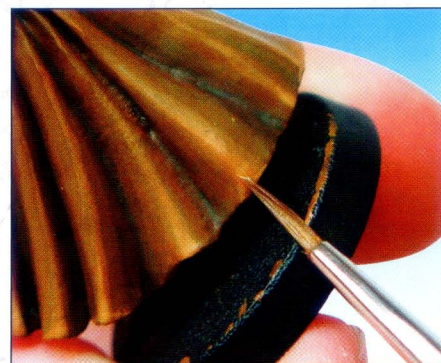


◀ Try to keep your hand as steady as you can when painting the eyes.

5 Brown Cloak

Radagast's distinctive brown cloak provides an excellent surface on which to practice the blending technique. Its folds, curves and creases give clear guidance where to shade and highlight. Start with a dark base colour of Bestial Brown mixed with Chaos Black. Then, carefully build up the layers by mixing in more and more Bestial Brown, until there is no Chaos Black left in the mix. Next, add small amounts of Bleached Bone to the Bestial Brown and begin applying the mix as a highlight by carefully blending the layers together.

► Take your time when blending the highlights, as the more layers you apply the smoother the blend will look.



6 Wooden Staff

The wooden haft of Radagast's Staff of Power is first painted with a mix of Graveyard Earth and Chaos Black. Next, the gnarly wooden pattern is picked out with pure Graveyard Earth. Finally, Kommando Khaki is mixed with the Graveyard Earth and applied as a highlight. When painting the staff, remember to paint the areas between the leaves near the top.



▲ When painting the grain on the staff, follow its curves with the tip of a fine brush.

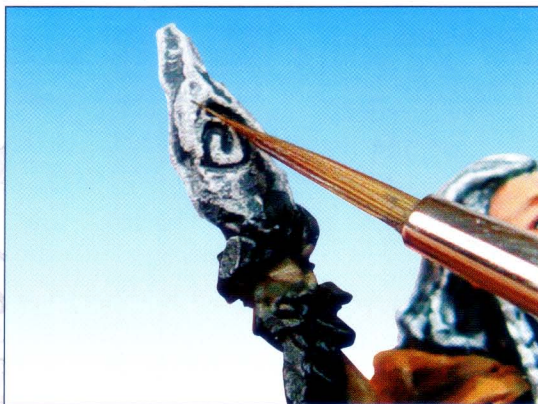
► Only the raven and a few final details remain to be painted.





7 Stone of Power

Radagast's staff is tipped with an ornate stone, carved with a symbol of power. The stone itself is relatively easy to paint by dry-brushing it with progressively lighter tones of grey. However, remember to ensure the carved swirl is not obscured. The stone is first painted with a mix of Codex Grey and Chaos Black followed by a dry-brush of just Codex Grey. Next, apply a dry-brush of Fortress Grey followed by a final highlight of Fortress Grey mixed with Skull White.



◀ A wash of Codex Grey mixed with Chaos Black applied directly to the swirl can really make it stand out.

➤ If you wish, once the raven has been painted, a Black ink wash can be applied to stop the highlights from looking too harsh.

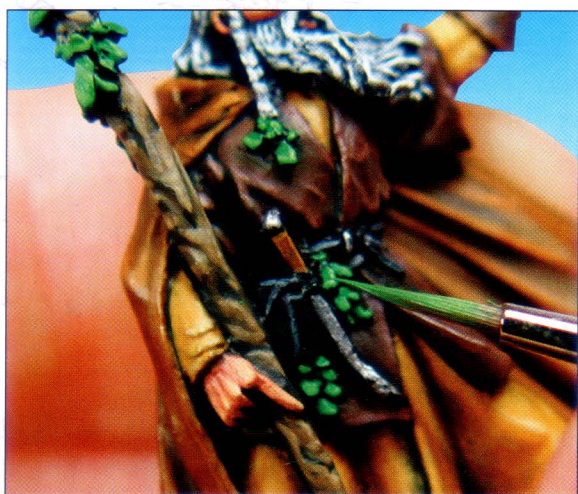
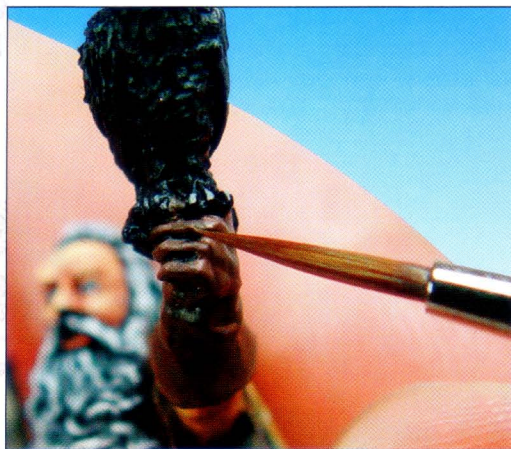


8 Raven Companion

To paint the raven, start by mixing together Chaos Black and Codex Grey. Apply this as a light dry-brush over the whole bird. Next, mix in some more Codex Grey and very lightly dry-brush this over the bird's head and shoulders. Finally, a small amount of Fortress Grey is gently dry-brushed over the beak.

9 Final Details

All that remains to complete Radagast is to paint the last few details. His belt and pouch are painted Chaos Black and highlighted with Codex Grey. His boots are painted in the same way as his cloak, as shown in Step 5. The glove he wears when handling the raven is painted in the same way as his tunic, as shown in Step 2. His belt buckle and dagger can be painted Chainmail. Finally, the leaves on his belt and staff can be painted Snot Green and highlighted with Goblin Green.



▲ Be careful not to paint over the raven's claws when painting the glove.

◀ The green of the leaves provides a nice contrast to the browns that dominate the rest of the figure.



◀ With the base painted, Radagast is ready to defend Middle-earth.



Radagast's Cabin

At the edges of the forest of Mirkwood, Radagast lives in peace at his home, Rhosgobel. This sturdy log cabin has been crafted both with the Wizard's skill and magic, until it is as much a part of the forest as the trees themselves.



Radagast has a unique affinity for the forest and the creatures that dwell within it. A friend to all animals, his magic is centred on the spirits of the forest and the earth. To be close to these natural powers, the Brown Wizard has constructed Rhosgobel, his woodland home. Here, hidden by the trees, he can work his magic in peace, amidst his wilderness companions and in the comfort and safety of his log cabin. However, the darkness of Mordor is rapidly spreading across the land, consuming all in its path, forcing the Free Peoples to battle. It may only be a matter of time before the fires of this conflict reach Radagast's homeland.

In this Modelling Workshop, we show you how to create Radagast's log cabin. This unique piece of terrain draws on skills you have learnt in previous Packs to create an impressive finished product, complete with detailed interior.

◀ FOREST DWELLING

Radagast's cabin blends into its woodland surroundings, protecting it from the prying eyes of the Enemy.

YOU WILL NEED

Modelling Essentials

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

SMALL WOODEN LOGS
MODELLING PUTTY
BALSA WOOD
CARD
2½CM/1" THICK
STYRENE
ROCKS, PEBBLES
AND SAND

CORK BARK
THIN WIRE
KEBAB SKEWERS
COCKTAIL STICKS
HARDBOARD
PLASTER FILLER
SANDPAPER
FLOCK
STATIC GRASS
CLUMP FOLIAGE

CHAOS BLACK,
BESTIAL BROWN,
GRAVEYARD EARTH,
BLEACHED BONE,
CODEX GREY,
FORTRESS GREY AND
MITHRIL SILVER
ACRYLIC PAINTS.
BROWN INK



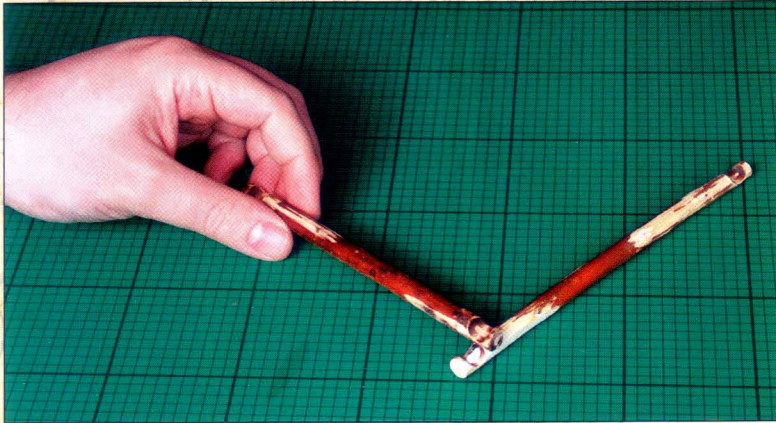
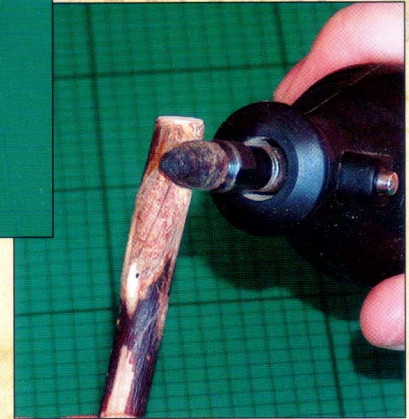
1 Log Walls

The first step in creating Radagast's cabin is to construct and assemble the four log walls that will form its basic shape. Begin by cutting a series of wooden logs, making sure to create enough for four 5cm/2" high walls. The logs for the front and rear of the cabin should be about 20cm/8" long, while those for the side walls should be roughly 15cm/6" in length, creating a rectangular shape to the building. The easiest way to assemble the walls of the cabin is in layers. To allow the logs to stack up you will need to cut grooves into their ends using a knife and sandpaper, or an electric rotary tool with a sanding attachment.



▶ ROTARY TOOL

Electric rotary tools can have a variety of attachments and can be useful for sanding difficult materials, such as the logs for your cabin.



Next, take two long log sections and two short log sections and use the grooves to carefully align and position each log to create a rectangle. Use PVA glue to secure the logs in place. Once the glue has dried, you will have created a solid foundation for your cabin. Now add the rest of your logs in the same manner, building up the walls of the structure with stacks of log rectangles.

◀ FITTING LOGS

The grooves in the logs will allow them to be neatly stacked on top of each other to create the walls.

2 Mortaring the Walls

You will notice that the fit between your logs is not perfect and in places there are gaps in the walls. Fill the gaps between the logs with thin strips of modelling putty. As well as filling the gaps between the logs, this will also work well to represent the mud mortar used in the construction of real log cabins. Push it into place with a blunt pencil or modelling tool, and then leave it to dry. As this model will have a detailed interior, you will also need to fill the gaps between the logs on the inside, as well as the outside, of the cabin.

Finally, in the centre of one of the long sides of the cabin, mark out a rectangle crowned with a triangle for a doorway. Also mark out a pair of diamond shapes flanking the door to represent windows. After working out their position, carefully cut them out and sand the edges smooth.



◀ FILLING GAPS

Try to apply the modelling putty as evenly as possible when filling the gaps in the logs.

▶ DOOR AND WINDOWS

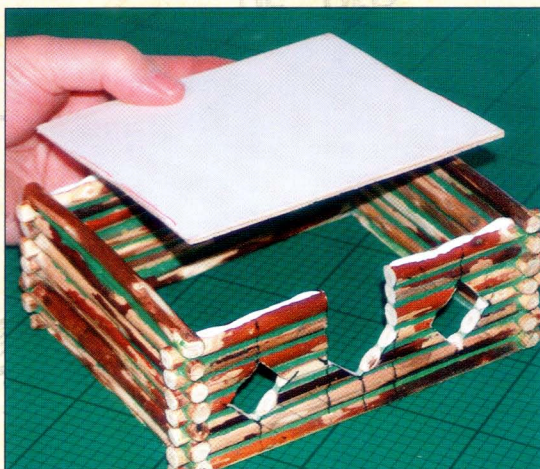
With holes cut for the door and windows the cabin is ready for a roof and floor.



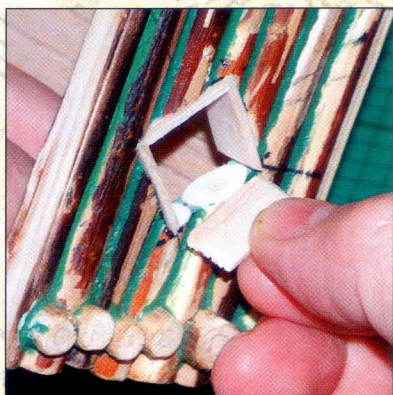


3 Adding a Floor

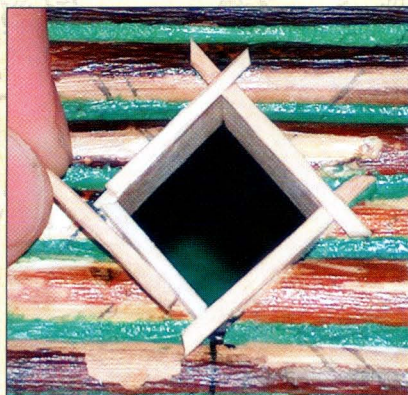
With the walls complete, the next step is to add the floor. Turn the cabin upside down and, using the walls as a guide, cut out a rectangle of card large enough to fit into the bottom of the cabin. Because of the way the log walls are constructed, two of them will protrude slightly above the other two, and you should trim your card floor to fit between these as shown. Next, cut a piece of balsa wood of equal size and shape to your card floor and glue it onto it. Use a pencil to score planking into the balsa wood. Using PVA, attach the floor to the base of the cabin.



◀ **ADDING THE FLOOR**
Making sure the floor is a good fit is important so that the interior of the cabin looks as neat as possible.



▲ **LINING THE FRAME**
The lining will cover the exposed logs, as well as help to define the windows and door.

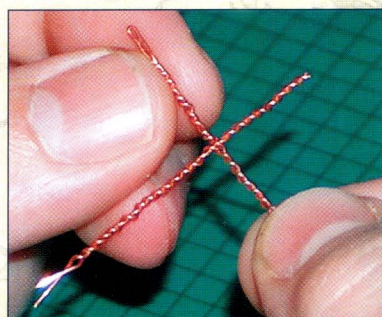


▲ **DECORATIVE FRAME**
The outer part of the frame allows you to add some attractive, decorative features to the cabin.

4 Windows and Door

To create window and door frames for the cabin you will need to use strips of balsa to line the inside of the holes you have cut into your walls. These strips should be slightly wider than the cabin walls, so that when they are put in place, there is a small overhang on either side of the wall. This overhang will create an interesting feature for the interior of the cabin as well as a level platform to which the outer part of the frame can be attached. The outer part is made from very thin strips of balsa wood, attached to the overhang. They should be a bit longer than the sides of the doors and windows so that they form crosses at the corners as shown.

Next, you will need to make a window frame from wire. Take two lengths of wire and twist them together. Repeat the process with another two pieces, but stop twisting halfway along the length. Insert your first twisted strip into the new one, creating an 'X' shape, then carry on twisting. Now cut the wire so that it will fit inside the window and glue it in place. A door made of balsa wood can also be added, cut to shape and glued in place. This can then have planking scored into it and decorative hinges made of thin card added. A door handle can also be added using a section cut from a cocktail stick and a small piece of wire.



◀ **WIRE CROSS**
The wire frame that goes within the window is an easy way to add more detail.

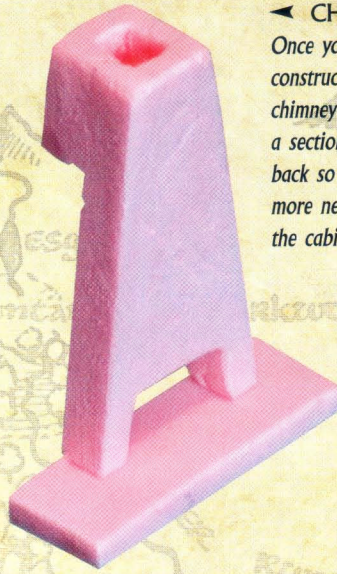
► **FINISHED DETAILS**
The detail on the door and windows will improve the final appearance of the cabin.





5 Chimney

Radagast's cabin has a fireplace and chimney, which you can construct from styrene. Start by cutting out a rough square pillar of styrene to make the chimney. This will need to be about a 1cm/1/2" higher than the walls of your cabin, so that it will poke out of the roof when finished. Cut a gentle slope out of two sides of the pillar so that it tapers at one end. Cut a hole at the bottom of the wider end to allow the placing of firewood. Now, cut a second piece of styrene about 2 1/2cm/1" long and 1cm/1/2" wide to represent the base of the chimney. Use a pencil to mark out and score the brick pattern of the chimney and then finally, before gluing the chimney in place, add a few split logs to represent firewood.



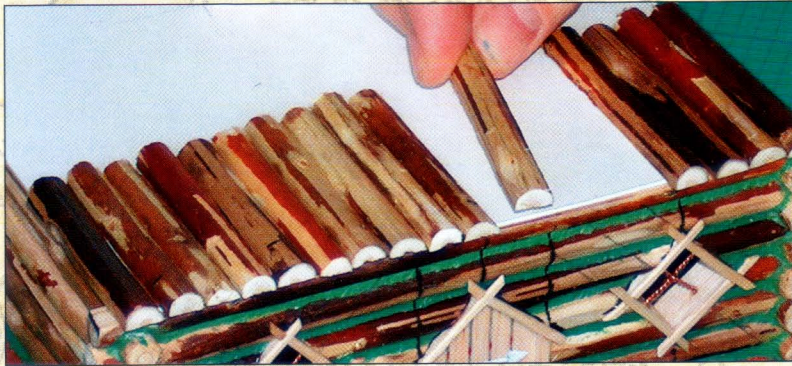
◀ CHIMNEY

Once you have constructed your chimney you can cut a section out of its back so that it fits more neatly against the cabin wall.



▲ BRICKWORK

You can use a blunt pencil to score effective-looking brickwork onto the chimney.



▲ LOG ROOF

You will only need to cover the front half of the roof as the rest will be covered by part of the hill.

We will use skewers to attach the roof securely to the cabin. Put the roof in place and then drill two small holes through the roof vertically down into the cabin walls at the front corners of the building. The holes should be the same diameter, or slightly larger, than your kebab skewers and be deep enough into the walls to allow a good part of your skewers to plug into them. Next, insert a skewer into each hole and glue them to the roof. Leave until the glue has completely dried and then cut off any excess part of the skewer above the roof and sand it smooth.



▲ STICK SKEWERS

Driving kebab skewers through the roof and into the cabin will keep the roof securely in place, while allowing it to be removed.

6 Roof

The roof is a piece of removable card partially covered with logs, which will be slotted into place using skewers. Firstly, cut out a piece of card large enough to cover the top of your cabin. Then trim down its edges until it fits evenly in place on top of the log walls. Next, split a series of logs in half, so that they have one rounded side and one flat. These logs do not need to cover the entire roof as the roof is going to be covered with earth, so they can be cut just long enough to cover half the piece of card. Glue the logs in place so that they overlap the front of the cabin.



▲ TAKING SHAPE

With both the floor and roof in place, Radagast's cabin is ready for the hill to be added.

7 The Hill

The cabin is set partly into a small hill, its back, sides and half of its roof covered with earth. To start, cut a rough oval shape from styrene, large enough to enclose the cabin. Add more layers of styrene until it is the same height as the cabin. Cut out a rectangular section of the styrene in which to place your cabin. Using the cabin as a guide, mark out its shape and size onto the top of your styrene and then, using a hot wire cutter, remove the excess styrene. You can also use the hot wire cutter to shape the outside of the styrene to represent a hill.



◀ STYRENE HILL

The hill is made in a similar way to those in previous Packs. However, this one has been hollowed out to accommodate the cabin.

▶ ADDING THE CABIN

Your cabin should fit neatly into the space you have cut out of the hill.

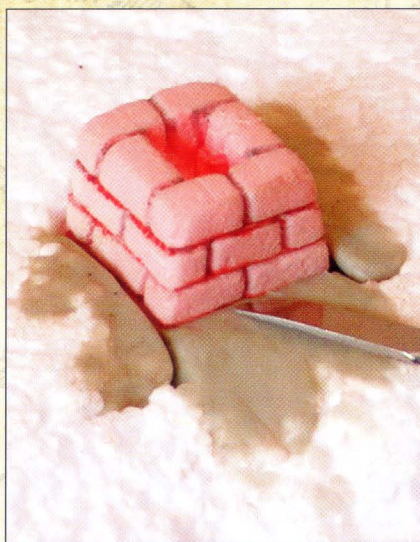


'Radagast the Brown... dwelt at Rhosgobel, near the borders of Mirkwood.'

GANDALF THE GREY™

▶ FINAL LAYERS

Plaster filler can be used to fill any unsightly gaps in the polystyrene around the chimney.



Next, cut out an oval hardboard base large enough for the styrene hill and the cabin to be attached to, and glue them both into place. To finish the hill, add one final layer of styrene, but before gluing it into position cut and remove a square from the centre of the styrene and glue this to your removable roof, remembering to make a hole for the chimney. Now use sandpaper to shape the hill, smoothing out any rough edges. You can also cut holes into the sides of the hill and glue pieces of cork bark to the steep surface of the hill to represent rocks. Plaster filler can be used to fill any large gaps.

▶ ADDING ROCKS

Cork bark can be added to the outside of the hill to create realistic-looking rocky outcrops.



▶ NATURAL LOOK

As with the chimney, plaster filler can be used to meld the rocks into the hill.





8 Final Details

Radagast's cabin is now ready to be painted. Begin by covering the hill, but not the cabin itself, with PVA glue, followed by a covering of sand. Once this has dried, undercoat the entire model with Chaos Black. Then, dry-brush the model – including the logs – Bestial Brown followed by Graveyard Earth and, finally, Bleached Bone. Paint the rocks and chimney with a 50/50 mix of equal parts Chaos Black and Codex Grey. Dry-brush these first with Codex Grey, followed by Fortress Grey. The metalwork on the door and in the window frames is painted with Mithril Silver and given a wash of Brown ink. Remember to paint the interior of the cabin as well as the exterior. Finally, roughly paint the earth on the hill with PVA glue and cover this with flock. When dry, brush off the excess and add small patches of static grass and clump foliage.



▲ COMFORT ZONE

You can use the furniture from Pack 73 to make Radagast's home complete.



◀ WOOD DETAIL

The wood has been painted to blend in with the dirt of the hill, further strengthening the appearance of the whole model.



▲ STONE MARKERS

These stone markers have been made from rocks and styrene, with runes inscribed into a thin layer of modelling putty, before being painted.



▲ STONE STEPS

Small stones or pieces of slate can be used to create stepping stones up to Radagast's door.



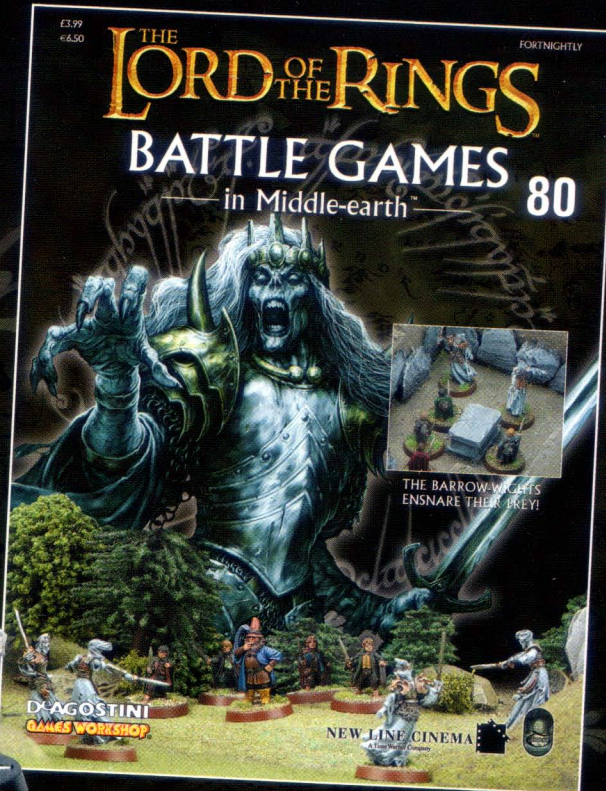
◀ WOODLAND HOME

Radagast's cabin is now completed and ready for the Brown Wizard to take up residence.

IN YOUR NEXT GAMING PACK...

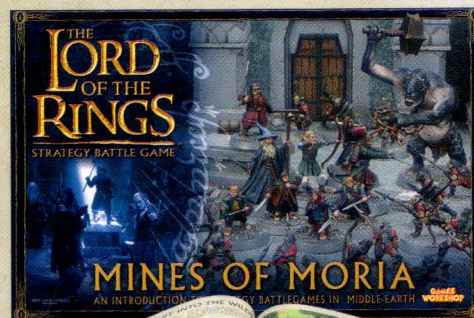
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