

Throughout The Lord of The Rings, we see many different settlements of the Free Peoples. They range from the bustling town of Bree, to the land of the Horse Lords of Rohan, to the mighty realm of Gondor and its cities of Osgiliath and Minas Tirith. Taking a simple building shape as a starting point, Adrian Wood explains how to create a theme for your terrain appropriate to particular realms of Middle-earth.

LOG ON!

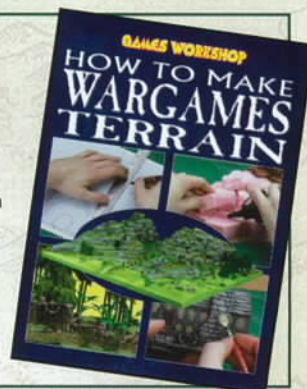
For more information on making scenery for The Lord of The Rings Strategy Battle Game, head to www.games-workshop.com/wd309 for links to fantastic scenery-building instructions.

BUILDINGS OF MIDDLE-EARTH

Creating Themes for Your Terrain in The Lord of The Rings Game

It can be surprising how simple some terrain pieces are to make. A building, for example, is simply a box with a variety of shapes cut from it and a number of different styles applied to give it some character. Done well, these styles can evoke a sense of place and reflect the people that built the structures.

Take the building below, for example. Using the checklist in *How to Make Wargames Terrain*, I selected a two-story building shell. With just a few modifications and the application of different finishes, such as stonework, timber planking, and the like, you can make dramatically distinctive buildings in keeping with the architecture of places like Bree, Rohan, or Gondor.



Cut the walls of the house where they meet at the corners at a 45° angle. Before assembling the building, cut a rectangle of foamboard 155 mm x 100 mm. Glue the wall sections together around this rectangle to add structural support and strength and to help keep the building square.



BUILDING A SHELL

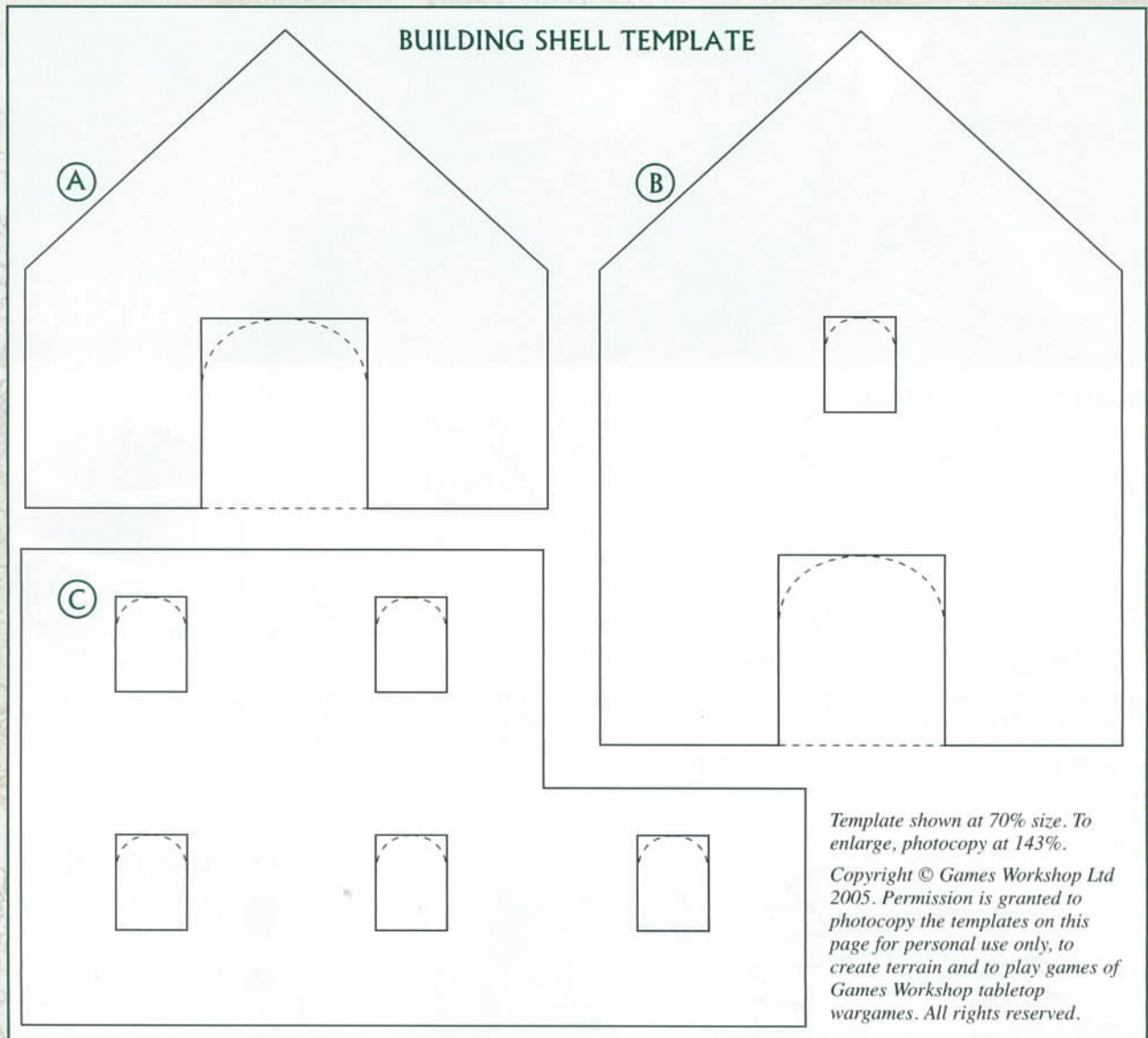
First of all, you need to decide on the style and shape of the building. We've given you a head start by including a set of templates that you can use to make a shell.

Rather than just adapting a box, I've chosen to make a building that has two stories, the top story smaller than the ground floor. We've also included a selection of window and door shapes to help. Feel free to experiment with the structure. Keep in mind the characteristics of the architecture that you're trying to replicate.

Start by cutting out the individual templates and tracing around them onto a sheet of 5-mm foamboard. Then, cut out the shapes with a metal ruler as a guide.



BUILDING SHELL TEMPLATE



Template shown at 70% size. To enlarge, photocopy at 143%.

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THE ROOF

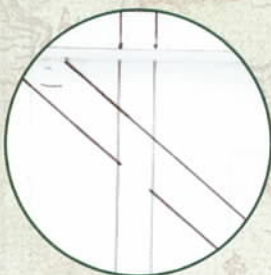
You'll notice that we haven't included templates for the different styles of roof that can be used to create a regional theme for the buildings. It's much easier to measure the size of the roof once all the finishes have been applied, rather than trying to estimate the dimensions. The Rohan building, in particular, is covered in progressive layers of balsa wood sheet that are quite thick once finished.

This way, you are also free to vary the size of your roofs if you like. A larger overhang suits the look of a Rohan house, while a smaller overhang is better for a building from Bree. Make the two sides of the roof from one piece of a sheet of card and fold the rectangle in half to fit the building.



BREE

HALF-TIMBERED WALLS



1 Before you cut out the wall sections, mark the location of the door, windows, and timber strips.



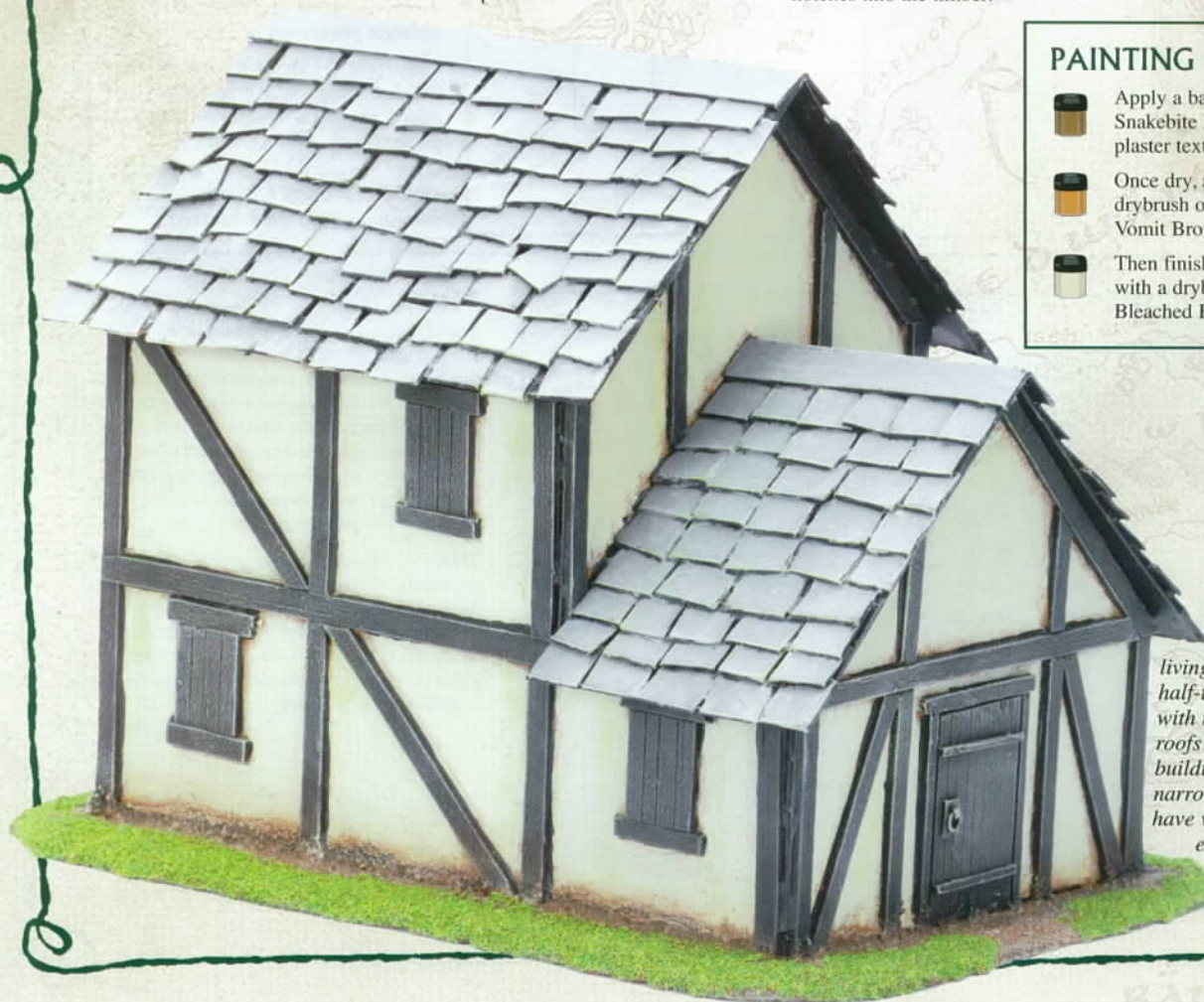
2 Cut your balsa sheet in strips roughly 5 mm wide. Then cut them to length to fit the marks on your building and glue them in place.





3 When the glue has dried, shave off little pieces of the timber on the edges to resemble weathering. You can also carve small notches into the timber.



4 Apply textured paint to the walls. Take care not to get any on the timber strips.



PAINTING PLASTER

-  Apply a base color of Snakebite Leather to the plaster texture.
-  Once dry, apply a drybrush of Vomit Brown.
-  Then finish off with a drybrush of Bleached Bone.

The locals living in Bree have half-timbered houses with uneven slate roofs. These buildings are set in narrow streets and have windows with either shutters or leaded glass.

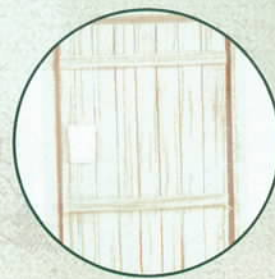
PLANK DOOR



1 Score planking onto a piece of balsa sheet.



2 Glue thin strips of balsa onto the edges of the door opening to frame it. Then cut the scored balsa sheet to the right size and glue it in the opening.



3 Add two thin strips to the door as crossbars and a piece of card onto which a door knocker can be attached.

SHUTTERED WINDOWS



1 Measure out and draw planking on a sheet of thin balsa. Score the lines with a knife.



2 Cut the piece of scored balsa to size to fit the window and glue it in place. Glue two thin strips of balsa in place on the top and bottom window ledges.

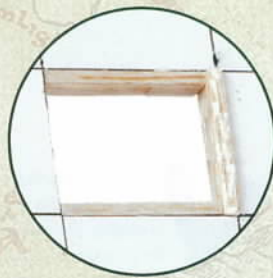


DOOR KNOCKER

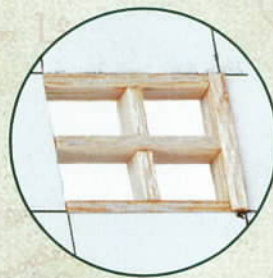
To make your door knocker, bend some wire around a paintbrush and hold in place with a little modeling putty.

LEADED WINDOWS

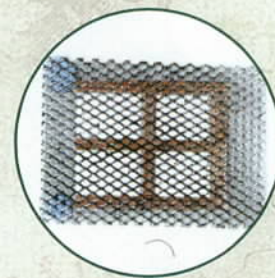
As an alternative to shuttered windows, leaded windows can be used on buildings from Bree.



1 Frame the windows with balsa strips.



2 Add in strips of balsa to suggest window panes.



3 Glue a piece of wire mesh to the back of the window. Then paint a piece of white card in a light color like blue or yellow and glue that behind the mesh.

SLATE ROOF



1 Cut strips of card 10 mm wide and then snip them into tiles. Before you start gluing the tiles to your roof, trim some of the corners down to add the effect of wear.



2 Glue the tiles in rows onto the roof, starting at the bottom. Make sure the pattern is irregular.



3 Add a strip to the top ridge to cap the effect.



TIMBER PLANKING



1 Mark off 5-mm rows on a sheet of balsa. Score the balsa with a knife to make the vertical plank ends. Be careful not to cut all the way through the balsa.



2 Cut the balsa sheet to the right size and glue it onto the walls.



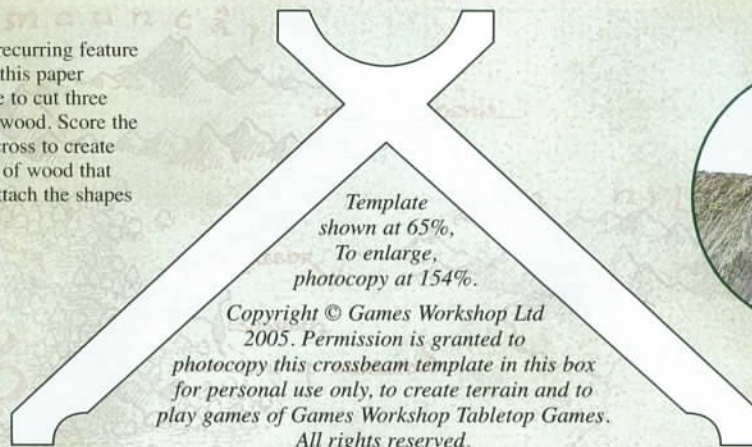
3 Use the windows and door in the inner walls as a guide for cutting the balsa.



The long-houses of the Rohirrim are wooden dwellings with large thatched roofs supported by wooden pillars. The gabled ends of the roof are finished in a particular style, based on two cross-beams.

THE CROSSBEAM

Ornate wooden beams are a recurring feature on Rohan buildings. Cut out this paper template and use it as a guide to cut three shapes from a sheet of balsa wood. Score the wood where the two beams cross to create the impression of two pieces of wood that have been joined together. Attach the shapes to the roof with white glue.



Template shown at 65%.
To enlarge,
photocopy at 154%.

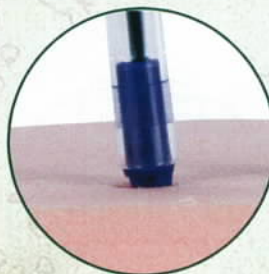
Copyright © Games Workshop Ltd 2005. Permission is granted to photocopy this crossbeam template in this box for personal use only, to create terrain and to play games of Games Workshop Tabletop Games. All rights reserved.



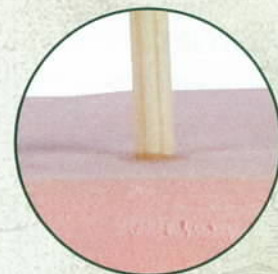
PILLARS



1 Create the pillars from 5-mm dowels. Cut one end of the dowel to an angle to join the roof correctly. Rather than cut the pillars to fit the space between the base and the roof exactly, cut them a little longer.



2 Use a pen to press a hole into the polystyrene base where the pillar will meet the ground.



3 Glue the pillar into the hole.

THATCHED ROOF



1 Cut a piece of fake fur into shape and glue it to the roof.



2 Soak it with white glue.



3 Use a stiff brush to comb the fur into shape while it's still wet. Let the fur dry thoroughly before you paint it.

BASE AND STEPS



1 Make the base of the house from a sheet of 25-mm polystyrene foam cut into a rectangle. Make a set of steps 30 mm wide by gluing four stepped layers of 5-mm foamboard one on top of another.

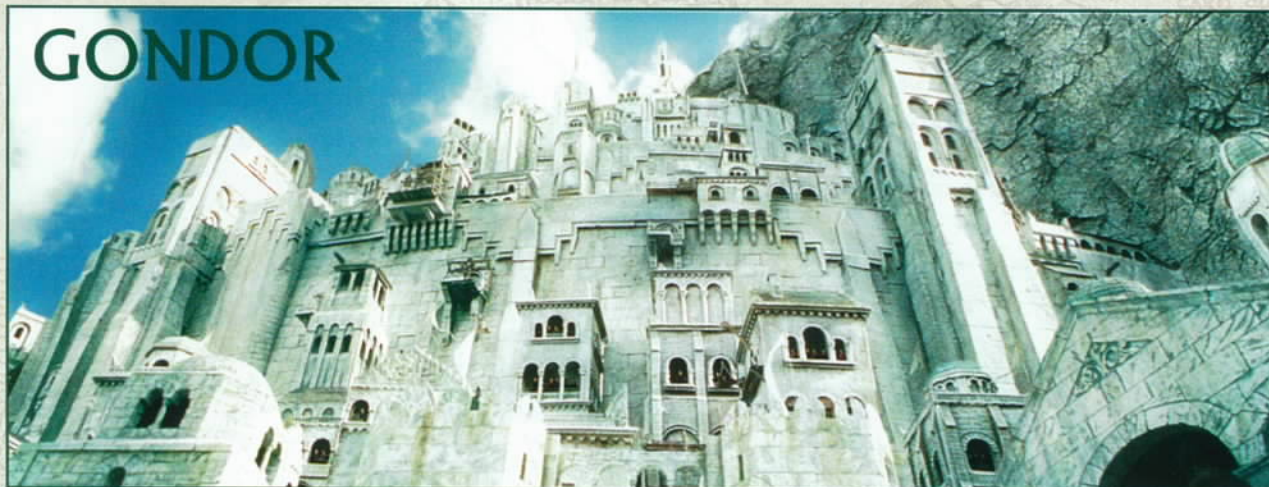


2 Cut a gap in the front of the polystyrene base, 30 mm wide and 15 mm deep. Glue your steps into the hole.



3 Create the stone effect with pieces of thick paper cut into small irregular rectangles. Glue the "stones" to the edge of the base. Paint them with layers of Dark Flesh, Codex Grey, and Fortress Grey.

GONDOR



STONEMWORK






1 Draw the dressed stonework and cut out the archway with a circle cutter.

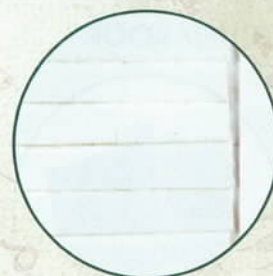


2 Pressing down with a black ballpoint pen, score the stonework into the surface of the card.

PAINTING STONE

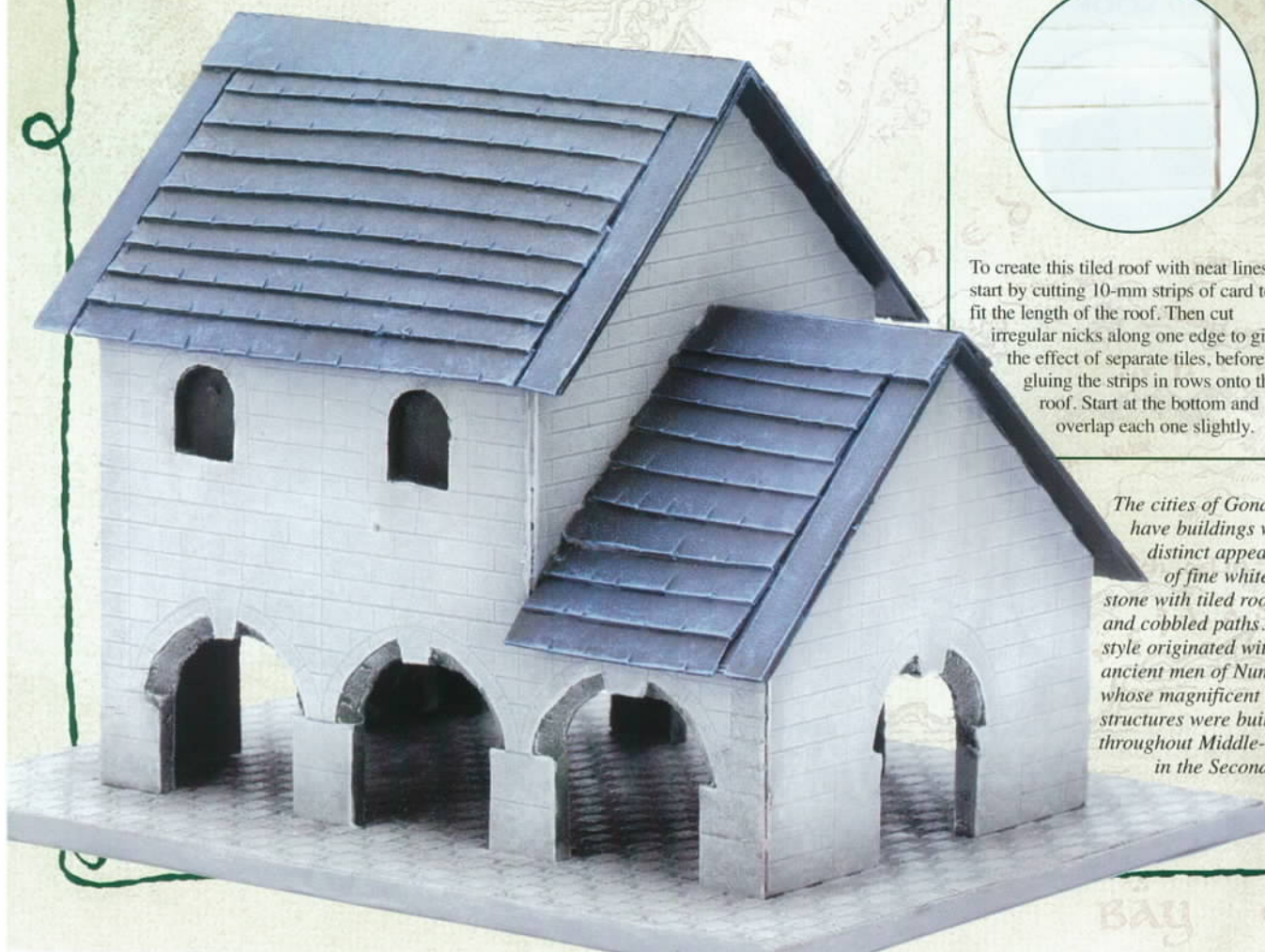
-  The base color for stone is Codex Grey. In the case of the Gondor building, Rough Coat provides a textured Codex Grey basecoat.
-  Drybrush the base color with Fortress Grey.
-  Then, finish off with Skull White to highlight.

TILED ROOF



To create this tiled roof with neat lines, start by cutting 10-mm strips of card to fit the length of the roof. Then cut irregular nicks along one edge to give the effect of separate tiles, before gluing the strips in rows onto the roof. Start at the bottom and overlap each one slightly.

The cities of Gondor have buildings with a distinct appearance of fine white stone with tiled roofs and cobbled paths. This style originated with the ancient men of Numenor, whose magnificent structures were built throughout Middle-earth in the Second Age.



PAINTING ROOFS

Once you've applied your finishes to your models, paint them with the following combinations of colors. Although you can use any miniature painting techniques to paint terrain pieces,

we recommend that you use drybrushing and overbrushing to paint them. You can find out more about these techniques in *How to Paint Citadel Miniatures*.

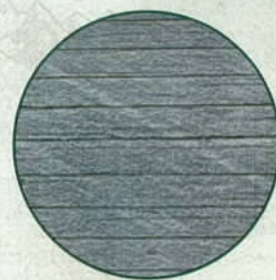
WOOD



1 Apply a drybrush of equal parts Scorched Brown and Codex Grey.



2 Add Bleached Bone to the original mix and then drybrush.



3 Apply a final drybrushed highlight of Bleached Bone.

THATCH



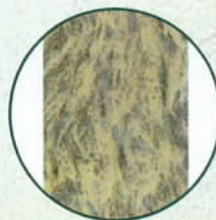
1 Start by applying a drybrush of Scorched Brown.



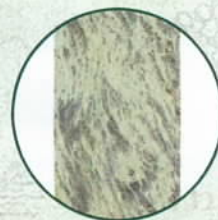
2 Drybrush Codex Grey onto the thatch.



3 Then apply Vomit Brown to the surface.

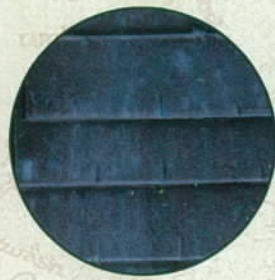


4 Drybrush Bubonic Brown on top.



5 Finally, apply a light drybrush of Bleached Bone.

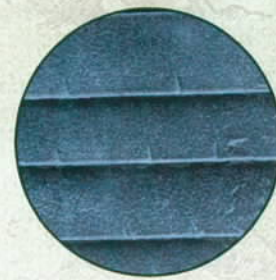
TILED ROOF



1 Drybrush with Shadow Grey, from the bottom up.



2 Apply a drybrush of an equal parts mix of Shadow Grey and Space Wolves Grey.

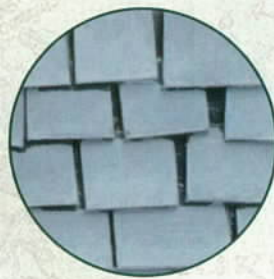


3 Finally, apply a light drybrush of Space Wolves Grey.

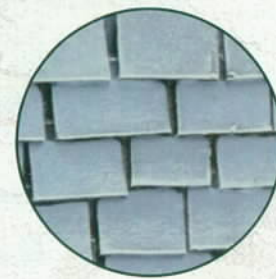
SLATE ROOF



1 Paint the individual pieces of slate Codex Grey.



2 Drybrush with Fortress Grey, from the bottom up.



3 Finish off with a light drybrush of Bleached Bone.