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# THE LORD OF THE RINGS

## BATTLE GAMES

— in Middle-earth™ —

# 89



GHÂN-BURI-GHÂN LEADS  
THE ROHIRRIM TO BATTLE!

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# THE LORD OF THE RINGS

## BATTLE GAMES 89

— in Middle-earth —



### Guide to Middle-earth 1

Learn how Ghân-buri-Ghân came to the aid of the Rohirrim during the War of The Ring.



### Playing the Game 2-7

In this Pack, we present the rules for using the mysterious Ghân-buri-Ghân in your Battle Games.



### Battle Game 8-13

Presenting two linked scenarios based around Ghân-buri-Ghân's attempt to guide the Rohirrim through a forest full of Orcs.



### Painting Workshop 14-17

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Managing Editor: Ally Bryce  
Production Controller: Mark Sanders-Barwick

ISBN 0 7489 7818 6 N89 06 06 21 Printed in Italy.

**Editorial and design:**  
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

**Studio Manager:** Jes Bickham  
**Editor:** Mark Latham  
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**British Cataloguing-in-Publication Data:**  
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# Woses™ of the Wood

Between Rohan and the city of Minas Tirith lies the Druadan Forest – a forbidding wood inhabited by the mysterious Woses. During the War of The Ring, the leader of these people came to the aid of the Rohirrim.

The Druadan Forest is nestled along the mountains that separate Gondor and Rohan, and has long been ignored by the people of these two great nations. Within the shadowy depths of this ancient wood live a forgotten people. Called Woses by the Men of Rohan, these diminutive people live at peace, in tune with their natural surroundings. That peace was shattered when Sauron's armies waged war across the lands of Middle-earth. As the Rohirrim rode to lift the siege of Minas Tirith, they found their way blocked by a force from Mordor. It was here, where hope seemed lost, that Ghân-buri-Ghân came to Théoden's aid and led the Rohan host through a secret trail, deep within the Druadan Forest. Circumventing the army of Orcs, the Rohirrim were able to charge unopposed into the enemy's flank at the Battle of the Pelennor Fields. In return, all Ghân-buri-Ghân asked was for his people to be left in peace.

*'We fight not. Hunt only.  
Kill gorgûn in wood,  
hate Orc-folk.'*

GHÂN-BURI-GHÂN™

In this Pack's Playing the Game we introduce rules for including Ghân-buri-Ghân in your forces, while in the Battle Game we present a scenario based around the Rohan's flight through the Druadan Forest. The Painting Workshop shows you how to paint your Ghân-buri-Ghân miniature and the Modelling Workshop shows you how to create the traps and snares used in this Pack's Battle Game.



◀▲ GREAT HEADMAN  
Ghân-buri-Ghân is the wise leader of the Woses of the Druadan Forest.





# Ghân-buri-Ghân™

*In the wild lands south of Rohan lies the Druadan Forest, home to the mysterious Woses and their Headman, Ghân-buri-Ghân. Here we present Ghân-buri-Ghân's profile, as well as rules for using traps in your Battle Games.*



Much of the lands of Middle-earth are still wild and untamed, populated with fierce creatures and tribal peoples. Such a place is the Druadan Forest, home to the mysterious people known as the Woses and their leader Ghân-buri-Ghân. A great and powerful Headman of his people, Ghân-buri-Ghân is a peerless woodsman and uniquely in tune with the forest around him. However, despite these qualities, Ghân-buri-Ghân and the Woses are not a fighting force, like the Rohirrim or the warriors of Minas Tirith, and must resort to subtler means of protecting their homeland.

In this Playing the Game we present the full rules for using Ghân-buri-Ghân in your Battle Games. In addition we will show you how you can include traps in your games, a defence the Woses may have used to protect their forests.

## ◀ FOREST AMBUSH

Sharing the Rohirrim's hatred of Orcs, Ghân-buri-Ghân joins his allies in attacking their evil foes.

## Using Ghân-buri-Ghân

During the War of The Ring, Ghân-buri-Ghân did not stray far from his home, and so his inclusion is most appropriate for scenarios set within the Druadan Forest. However, if you wished to, you could think of a reason for him to travel farther afield, perhaps to fight alongside the Rohirrim. In points match games, a Good player may include Ghân-buri-Ghân in his force for the points cost indicated.



## ◀ WOODLAND MAN

Ghân-buri-Ghân is most at home among the tall trees of the Druadan Forest. However, he may have travelled beyond its borders to fight the forces of Mordor.





### Ghân-buri-Ghân (Points value: 60)

As Headman of the Woses, Ghân-buri-Ghân protects his people and the Druadan Forest against any who would seek to defile it. During the War of The Ring he aided the Rohirrim by guiding them through his forests to reach the Battle of the Pelennor Fields.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
4/3+	4	4	2	2	4	14cm/6"	2	3	1

**Wargear:**  
Blowpipe (see Pack 86)

**Special Rules:**  
Superior Poison (see Pack 86)  
Woodland Creature (see Pack 35)  
Tribal  
Long Ears and Long Eyes

### Tribal

Even though Ghân-buri-Ghân is a great leader among the Woses, his ways seem primitive and strange to the people that live beyond the borders of his land. To represent this, other models may never benefit from his Courage rolls when using the 'Stand Fast' rules, as described in Pack 10.

#### ► PRIMITIVE LEADER

Unlike other Heroes, Ghân-buri-Ghân cannot use the 'Stand Fast!' rules to aid other Good models within 14cm/6" of himself.



### Long Ears and Long Eyes

Ghân-buri-Ghân is a master of stealth and woodcraft, moving through the forest with a skill few Men could hope to match. Ghân-buri-Ghân may use his 'Long Ears and Long Eyes' ability to slip away into the forest and reappear nearby, eluding his foes. In any of his turns, rather than moving the Headman as normal, remove him from the board and place him down anywhere within 28cm/12" of his starting position. This special move may not be used to move the Headman across impassable obstacles, though it may be used to take him out of combat or to place him in base contact with a foe. This ability may only be used once per game.

#### ◀ GHOST IN THE WOOD

Ghân-buri-Ghân slips away from his enemies and is then placed anywhere within 28cm/12" of where he started, ignoring models and terrain.





## Traps in Your Battle Games

Traps can be interesting and exciting additions to your Battle Games and are represented in games by using trap markers. These markers indicate an area that has had traps set within it and may affect any warriors that stray too close. In a scenario, only one side will generally have traps, representing part of a force's defences. There are two ways to include traps in your games. In a scenario of your own devising, you can allow one side to take traps up to a certain points limit in the place of more Warriors and Heroes. Alternatively if you want to use traps in a points match game you can use the following guidelines:

- Both players must agree on the use of traps before the game and decide which player will be using them.
- The player that is using traps must spend at least a quarter (25%), but no more than a third (33%), of their points allowance on traps.



### ▲ USING TRAPS

*Including traps in your force means that you will have fewer points to spend on Warriors and Heroes, reflecting the defensive benefit they offer.*

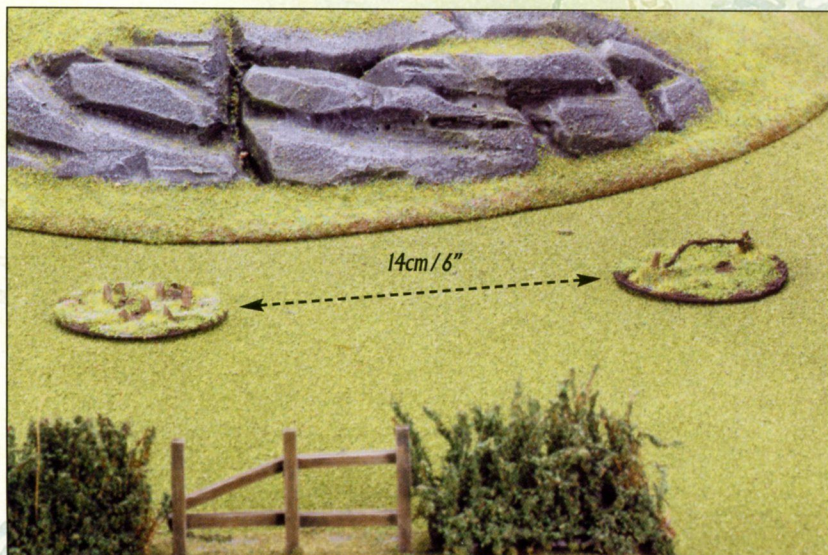
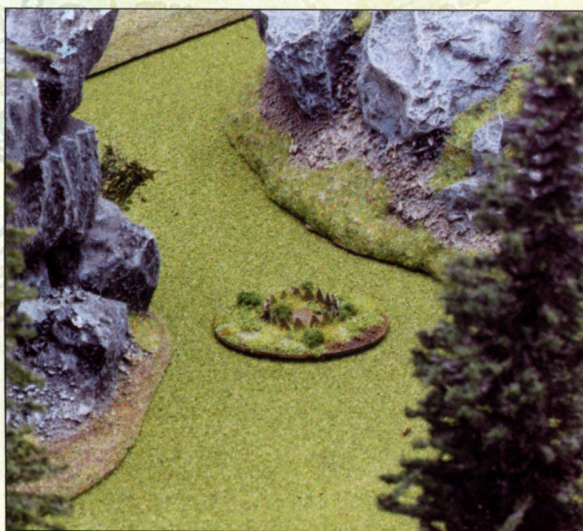
## Placing Traps

Whichever side has taken traps gets to place their trap markers at the start of the game, before either force is deployed. On the underside of each trap marker the owning player makes a note of what kind of trap it is, so his opponent will not know how deadly it is until revealed. In addition, for every trap marker a force has, they also receive a free 'dummy' trap marker. These dummy markers should look exactly the same as normal trap markers, and are placed on the board at the same time as real traps. Mark on their undersides that they are dummies. A player may position his traps anywhere he wishes, with the following exception:

- A player may not position any of his traps within his opponent's deployment zone.
- Traps may not be positioned closer than 14cm/6" to each other.

### ► SETTING TRAPS

*Traps can be placed to block off gaps between impassable terrain forcing enemies to cross them.*



### ◀ DEADLY AREA

*While traps cannot be placed closer to each other than 14cm/6", you can group them together to create some dangerous ground.*





## Revealing Traps

Whenever a model moves to within 4cm/2" of a trap marker laid by the opposing force, there is a chance that the trap will be sprung. Turn the trap marker over to reveal what sort of trap it is. If the marker is a dummy, it is removed and the model may continue to move. In the case of a real trap, apply the relevant ill effects associated with whatever kind of trap it is – described on the next page – and leave the trap marker in place. Since the marker represents a trapped area and not a single trap, other models who enter within 4cm/2" of it will also be potential victims.



### ▲ HIDDEN DANGERS

*When the Orc passes close to the trap marker his movement is stopped and the players check to see if it is a real or a dummy trap.*



### ► TRIGGERING TRAPS

*The Orc has revealed a Trip Wire trap, and must now roll a dice to see whether or not it has triggered the trap.*



## Trap Effects

Although a warrior may have stumbled into a real trap, there is still a chance that he may avoid setting it off. Each trap has a triggering score – a model may avoid triggering the trap by rolling under this value on a dice. A model that succeeds is free to continue moving unaffected. However, if they end their move still within 4cm/2" of the trap marker they must make another test at the start of their next Move phase. Models that are unfortunate enough to roll equal to or greater than the trap's triggering score have set off the trap and must suffer the consequences, as described on the following pages.

## EXCEPTION TO THE RULE

### Hobbits and Traps

In addition to their other talents, Hobbits are quite adept at setting and avoiding traps. Being a diminutive and mostly peaceful people they often use traps to catch game and, when their lands are threatened, protect themselves. To reflect this aptitude with traps, as well as being generally light-footed, Hobbits always increase the roll required to trigger a trap by 1.

### ► LIGHT FOOTED

*Sam has strayed into an Explosive trap. However, because he is a Hobbit he will only trigger it on the dice score of 5 or more rather than the normal 4 or more.*







### Spiked Pit (Points value: 10)

#### Triggering score: 4+

Consisting of deep pit lined with sharpened stakes, concealed beneath a layer of branches and woven grass, the spiked pit can be deadly to the unwary.

Warriors who fall into a spiked pit sustain a single Strength 3 hit. Furthermore, the model counts as being Trapped and must make a Climb test in order to escape. On the roll of a 1, not only does the warrior fail to escape, but he also sustains another Strength 3 hit.



#### ◀ PITFALL

Spiked pits not only have a chance of killing foes but also of slowing them down.



#### ► TRIPPED UP

Trip wires are cheap and effective ways of slowing down your opponent's models.

### Trip Wire (Points value: 5)

#### Triggering score: 2+

This simple length of fine yet stout rope stretched taut across the ground may not be the most lethal of traps, but it can slow a foe and make him an easy target for attack.

A warrior caught by a trip wire takes a Strength 1 hit, is knocked to the ground, and may not rise or move away until the next Move phase.

### Snare (Points value: 5)

#### Triggering score: 5+

A coiled snare linked to an elaborate pulley system can catch a victim and lift them high into the air, where they can be easily dispatched.

Models caught in snares may not move any further and count as being Trapped. In addition, the model remains Trapped and unable to move until he can roll equal to or less than his Strength value at the start of the Move phase.

#### ► CAUGHT!

While not as reliable as a trip wire, a model that falls prey to a snare must struggle to get free.







### Mantrap (Points value: 15)

#### Triggering score: 5+

These wickedly sharp spikes, rigged to snap shut around their victim's ankles, are often coated with poisons, to ensure their lethality.

The victim of a Mantrap receives a Strength 4 hit. If this does not slay the warrior outright, at the start of his next Move phase he will suffer a second hit, this time at Strength 2, as the poisons attack his body.

#### ► JAWS OF DEATH

*Mantraps are deadly if triggered, tearing off limbs and crushing bones.*

### Spikes (Points value: 5)

#### Triggering score: 2+

These simple sharpened pegs are driven into the ground to slow attackers down.

Unlike an ordinary trap, once triggered a spikes trap marker and everywhere within a 4cm/2" radius of it become a permanent region of difficult terrain, that will halve the movement of all models that cross it.



#### ◀ DEADLY GROUND

*Spikes slow down any warrior that must pass close to them.*



### Explosive (Points value: 20)

Forces of Isengard only

#### Triggering score: 4+

Unique to the evil servants of Isengard, explosive traps are a deadly blend of science and sorcery.

Any warrior who triggers an explosive trap receives a Strength 6 hit. If this slays the warrior, all models within 14cm/6" of him must take a Courage test, so unnerved are they by their comrade's grisly demise. Once this trap has been triggered, it is removed from play.

#### ◀ SORCERY AND SCIENCE

*Few traps can match the hideous damage dealt by an explosive.*





# The Dangerous Journey

To reach the Pelennor Fields in time to aid their Gondorian allies, the Rohirrim must travel down the secret road, led by the mysterious Ghân-buri-Ghân. In this Battle Game, we present two linked scenarios that follow their journey to Minas Tirith.



In answer to the signal beacons, the Rohirrim have massed their warriors to ride to Minas Tirith to try and relieve its beleaguered defenders. However, anticipating interference from the people of Rohan, the Dark Lord has sent a force to hold the passes into Gondor. Aware that any delay will cost the Gondorians dearly, King Théoden has decided to try and slip past Sauron's waiting army. With the aid of the Woses and their Headman, Ghân-buri-Ghân, they are led through dark forests toward a hidden mountain pass into Gondor. While this should prove to be a swifter journey, it promises to be no less dangerous.

In this Battle Game we present two linked scenarios that follow King Théoden's journey to Minas Tirith with the aid of the Woses and Ghân-buri-Ghân. If they are to reach Minas Tirith in time they must move quickly and quietly, avoiding the agents of the Dark Lord.

## ◀ HIDDEN WAYS

*Ghân-buri-Ghân leads King Théoden and his Rohirrim along the secret road.*

## THE COMBATANTS

For both the 'Secret Road' and the 'Woodland Ambush' scenarios the Good player will need the Ghân-buri-Ghân miniature included in this Pack. In addition he will require Théoden from Pack 29, Éomer from Pack 64, Háma from Pack 53 and 12 Warriors of Rohan from Pack 50. The Evil player will need 36 Orc figures from Packs 24, 41 and 72, as well as the Mordor Orc Captain from Pack 58.



## ◀ ▲ COMRADES IN ARMS

*Ghân-buri-Ghân and Théoden are united against the tyranny of Dark Lord.*



## ◀ SERVANT OF SAURON

*Orc Captains are harsh and brutal leaders.*





## Linking the Scenarios

The two scenarios presented in this Battle Game allow you to follow the Rohirrim's journey from their homeland to fight in the Battle of the Pelennor Fields. In the first scenario, 'The Secret Road', Ghán-buri-Ghán must guide the Rohirrim past the Dark Lord's scouts. In the second scenario, 'Woodland Ambush', the Good Heroes fight their way free of a Mordor ambush. The number of Orc Warriors they must face in this ambush will be determined by how well they did in the first game, as detailed below.

### ► STEALTH AND CUNNING

*The Rohirrim must try to pass quickly and quietly through the forest, avoiding the armies of the Dark Lord.*



## DEATH OF A HERO TABLE

### DICE RESULT

- |     |   |
|-----|---|
| 1   | The Hero is dead and may take no further part in the campaign.  |
| 2-5 | The Hero has been badly wounded, but is still alive. He begins the next game with no Fate points. In the case of Heroes who have no Fate to begin with, they must begin the next game with only a single wound. |
| 6   | The Hero makes a full recovery and begins the game as normal.   |

## Death of a Hero

After playing the first scenario, 'The Secret Road', some of the Good player's Heroes may have been taken out of action. However, there is a chance they might recover and be able to participate in the 'Woodland Ambush' scenario. To represent this, for each Hero killed during a battle, roll on the 'Death of a Hero' table. This is the same table as in Pack 59's Playing the Game, but is reproduced here for ease of reference.

## The Eye of Sauron

While the Rohirrim are trying to reach Minas Tirith as swiftly as possible, they are also trying to avoid the attention of the Dark Lord, and slip past his armies that currently guard the southern routes to Gondor. To see how successful Théoden and his warriors are at this, you will need to keep track of the number of turns the scenario takes to play. Consult the chart below to see what forces the Evil player will have in the following Battle Game, 'Woodland Ambush'.

## EYE OF SAURON CHART

### TURNS

### ORC FORCES

10 or less	18 Orcs and Orc Captain
11-15	24 Orcs and Orc Captain
16-20	30 Orcs and Orc Captain
21+	36 Orcs and Orc Captain





# The Secret Road

The Woses have chosen to guide the Rohirrim to the secret road over the mountains. Together, Théoden and Ghân-buri-Ghân lead the way for the Rohan force.

## BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Ghân-buri-Ghân	4/3+	4	4	2	2	4	14cm/6"	2	3	1
Théoden	5/-	4	6	2	2	5	14cm/6"	2	0	2
Éomer	5/4+	4	6	2	2	5	14cm/6"	3	2	2
Háma	4/4+	4	6	2	2	4	14cm/6"	2	1	0
Warrior of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Orc warrior	3/5+	3	4	1	1	2	14cm/6"	-	-	-

**NB:** None of the Heroes are mounted in this scenario. Models carrying shields increase their Defence value by 1 point.

## The Gaming Area

This Battle Game is played in a 120cm/4' square gaming area. The battlefield should have a good covering of trees to represent the heart of the forest. If you like you can add any other types of scenery that would be appropriate to a wood, such as rocks and hills.

## Starting Positions

The Good player must choose one of the board edges and places his models anywhere along its edge. The Evil player's models will move onto the board later, as described in the 'Mordor Scouts' Special Scenario Rule.

THE FORCES OF GOOD





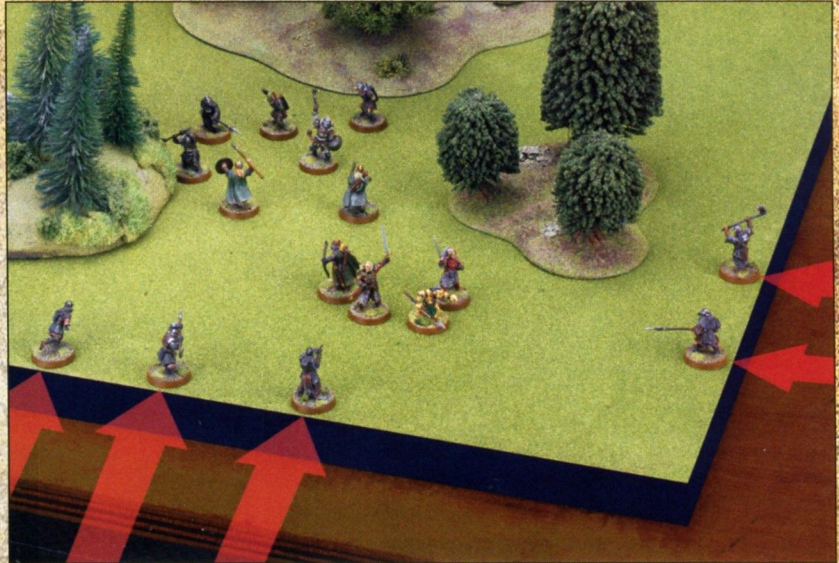


## Special Scenario Rules

### Mordor Scouts

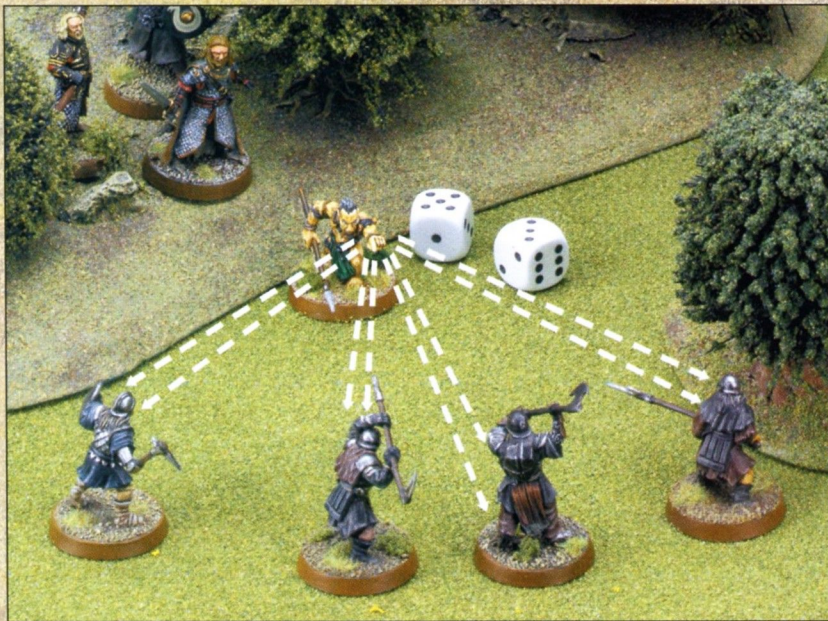
The forests through which the Rohirrim are travelling are crawling with Orc scouts, seeking out the enemies of the Dark Lord. At the start of each of the Evil player's turns he must roll a dice. The result is the number of Orcs he may move onto the board this turn. These Orcs may move on from any board edge, but may not charge in the turn they arrive. The Evil player may continue to bring on Orcs every turn, though there may not be more than 36 Orcs on the battlefield at one time.

The Orc Captain will automatically arrive in the first turn, moving on from any edge. If he is slain, he may be returned to the board in the Evil player's following Move phase, once again moving on from the edge of his choice.



#### ▲ SURROUNDED!

*The Evil player rolls a 5, allowing him to move five Orcs onto the board from any point along its edges.*



### Shadows in the Wood

During the Rohirrim's journey, the Woses lurked nearby, ready to offer their Headman any help he might need. If Ghân-buri-Ghân calls a Heroic shoot at any point during the game, these Woses will spring forth and pepper the Headman's enemies with darts from their blowpipes. To represent this, before Ghân-buri-Ghân fires his weapon roll two dice. This is the number of shots he will have that turn, using his own shoot value as well as his special rules for poison darts. These shots may target separate enemies as long as Ghân-buri-Ghân would normally be able to target them.

#### ◀ HAIL OF DARTS

*Ghân-buri-Ghân calls a Heroic shoot, and fires his blowpipe eight times, representing aid from his hidden Wose Warriors.*

*‘Wild Men have long ears  
and long eyes; know all paths.’*

GHÂN-BURI-GHÂN™

## WINNING THE GAME

- The Good player wins if Ghân-buri-Ghân reaches the table edge opposite his starting position.
- The Evil player wins if at the start of any turn there are no Good models left alive on the board.





# Woodland Ambush

In a final effort to stop the Rohirrim from reaching the siege of Minas Tirith, the Mordor Orcs have set up a deadly ambush. However, Ghân-buri-Ghân has prepared for the evil warriors and has laid traps to protect his new friends.

## BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Ghân-buri-Ghân	4/3+	4	4	2	2	4	14cm/6"	2	3	1
Théoden	5/-	4	6	2	2	5	14cm/6"	2	0	2
Éomer	5/4+	4	6	2	2	5	14cm/6"	3	2	2
Háma	4/4+	4	6	2	2	4	14cm/6"	2	1	0
Warrior of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Orc warrior	3/5+	3	4	1	1	2	14cm/6"	-	-	-

**NB:** None of the Heroes are mounted in this scenario. Models carrying shields increase their Defence value by 1 point.

## The Gaming Area

This Battle Game is played on a 120cm/4' square gaming area. The battlefield should have a good covering of trees to represent the forest, with a 30cm/12" clearing left in the centre of the table. Other terrain that would be appropriate to a wood can also be added, such as rocks and hills.

THE FORCES OF GOOD DEPLOY HERE

## Starting Positions

All of the Good models are placed within the confines of the clearing, no further than 30cm/12" from the centre of the board. The Good player then places his traps, as detailed in the special scenario rules. The Evil player may then place his models anywhere on the board, at least 42cm/18" from any Good model.



THE FORCES OF EVIL





## Special Scenario Rules

### Traps!

Ghân-buri-Ghân is a wily old woodsman and knows how to protect his forest from unwelcome visitors. While guiding Théoden and his warriors through the forest he has been scouting ahead, laying traps to protect their passage. In this scenario, the Good player may select 100 points of traps from this Pack's Playing the Game. These traps may then be placed anywhere on the board at the start of the game.



#### ◀ SPRUNG TRAP

*Even as the Orcs spring their ambush and attack, they fall victim to Ghân-buri-Ghân's hidden traps.*



### To the Death!

Both Théoden and Ghân-buri-Ghân are aware of the vital importance of getting the Rohirrim to Minas Tirith to fight against the forces of Mordor. In this scenario all Good models will automatically pass any Courage test they are required to take.

#### ◀ FEARLESS!

*Théoden and Ghân-buri-Ghân fight side by side against the overwhelming forces of Mordor.*

## WINNING THE GAME

- The Good player wins if he moves at least half of his models off any table edge.
- The Evil player wins if, at the start of any turn, more than half of the Good models have been slain.

#### ► PROUD WARRIOR

*Éomer stands by his king and journeys to Minas Tirith to fight the armies of the Dark Lord.*







# Ghân-Buri-Ghân™

*The squat leader of the Woses of Druadan Forest dresses in the same primitive way as the rest of his people – naked but for a woven grass skirt and tribal decoration. In this Painting Workshop we show you how to paint your Ghân-buri-Ghân model.*



Deep within the Druadan Forest, hidden from the rest of Middle-earth, live an ancient people called Woses by the Rohirrim. Isolated from the civilised lands of Gondor and Rohan, the Woses have developed their own tribal culture, the great Headman of which is Ghân-buri-Ghân. Powerfully built, his weathered skin betrays a life led hunting and gathering beside the rest of his people. Dressed in a simple grass skirt and carrying primitive weapons such as a stone spear and blowpipe, to the outside world Ghân-buri-Ghân is indistinguishable from the rest of his people.

This Painting Workshop focuses on painting Ghân-buri-Ghân's weathered skin. Additionally, we show you some ways in which you can personalise your model by painting tribal markings onto it.

## ◀ TRIBAL WARRIOR

*Ghân-buri-Ghân leads the attack against the gorgûn invaders.*

## PAINTING ESSENTIALS

### PAINTS REQUIRED

CHAOS BLACK  
BESTIAL BROWN  
BRONZED FLESH  
SKULL WHITE  
CODEX GREY

ROTTING FLESH  
CATACHAN GREEN  
SNOT GREEN  
SCORCHED BROWN  
SNAKEBITE LEATHER

BLEACHED BONE  
BLAZING ORANGE  
FORTRESS GREY  
GRAVEYARD EARTH  
KOMMANDO KHAKI





## 1 Weathered Skin

Ghân-buri-Ghân's skin has a tanned and weathered look from long years of being exposed to the elements. His skin is painted using the same technique as that used on Legolas, in Pack 76.

However, this time the colours used are different in order to re-create a weathered look. Once the model has been undercoated Chaos Black, start painting the skin by applying a base colour of Bestial Brown to all the areas of flesh on the model.

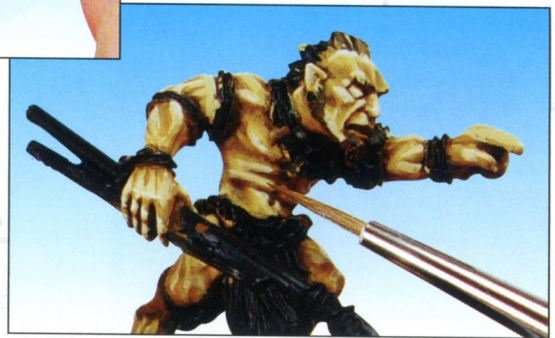
Next, small amounts of Bronzed Flesh are added to the Bestial Brown for each successive layer. These layers are applied using the blending technique. The aim is to create a smooth transition from Bestial Brown in the deepest recesses to a level coat of Bronzed Flesh over most of the raised areas. Finally, small amounts of Skull White are added to the Bronzed Flesh and blended onto the skin in successively lighter layers of highlights. Try not to make these highlights too pronounced, though, as you still want to maintain the tanned appearance.



▲ Bestial Brown provides the darkest base colour for Ghân-buri-Ghân's skin.



▲ Bronzed Flesh is added to the Bestial Brown and blended up in layers.



➤ Skull White is added to the Bronzed Flesh for the final highlights.

BESTIAL BROWN		
BESTIAL BROWN	BRONZED FLESH	
BRONZED FLESH		
BRONZED FLESH	SKULL WHITE	
SKULL WHITE		

▲ This table can be used as a guide, illustrating how the different tones of skin can be mixed.

## 2 Greying Hair

Ghân-buri-Ghân's hair is black, greying toward the ends. First, paint all of Ghân-buri-Ghân's hair with an even coat of Chaos Black. Remember to paint the few tufts of hair on his chin too. Then, lightly dry-brush the tips of Ghân-buri-Ghân's hair with Codex Grey paint. Next, apply a light dry-brush of Rotting Flesh over the Codex Grey before a final dry-brush of Skull White on the very tips.

➤ To give the impression of age, the tips of the hair can be lightly dry-brushed with Codex Grey.



▲ Once Ghân-buri-Ghân's skin and hair have been painted you can move onto his decorations and weapons.



### 3 Decorations

The grass skirt Ghân-buri-Ghân wears is painted Catachan Green and then highlighted with Snot Green. Ghân-buri-Ghân also wears numerous bands and trinkets about his person. The bands can all be painted in different shades, such as Chaos Black highlighted with Codex Grey or Scorched Brown highlighted with either Snakebite Leather or Bleached Bone. The trinkets can be painted to look like rock or other stones such as amber, onyx or obsidian.



► Blazing Orange mixed with Scorched Brown provides a suitable colour for the amber.

◀ The individual strands of the skirt are painted Snot Green.



### 4 Stone Spear

The haft of Ghân-buri-Ghân's spear is made from dark wood. First, apply a base colour of Scorched Brown. This is then highlighted with Bestial Brown, applied using the blending technique. The stone tip is painted Chaos Black before being dry-brushed Codex Grey and Fortress Grey. The leather strap holding the tip on is painted Scorched Brown and highlighted with Snakebite Leather.

► The tip of the spear is painted to look like sharpened stone.



### 5 Blowpipe

Ghân-buri-Ghân's blowpipe is painted in the same fashion as the Hâsharin's, as shown in Pack 87. Start with a base colour of Graveyard Earth and then use the blending technique to apply a highlight of Kommando Khaki. When painting the highlights, try to apply them so they give the impression of wood grain.



▲ The brown colour of the blowpipe gives the impression it is made from a natural wood.



▲ Once based, your Ghân-buri-Ghân model is ready to be used in your Battle Games.







# Tribal Markings

*When Théoden meets with the headman of the Woses, Ghân-buri-Ghân is not wearing any tribal markings. However, it is entirely possible that he could display tribal markings at important ceremonies.*

## Painting the Markings

Painting tribal markings on your Ghân-buri-Ghân model is a great way of practising your painting skills and personalising your model. To get inspiration for your markings, look at the examples here or search the library or Internet for others. Once you have an idea for a design, it is a good idea to practise painting it on a piece of paper first until you are completely happy with it. Once you have settled on a design, use a very fine brush to paint it onto your model.



◀ Practising the design on a piece of paper first can help prevent mistakes being made on the actual model.



▲ The markings can be painted in a variety of colours.



▲ Markings can be painted over any part of Ghân-buri-Ghân's body.



▲ Keep the markings small to avoid obscuring the original details

## Next Pack...

In Pack 90's painting Workshop we return to the Shire, showing you how to paint the stalwart Farmer Maggot and all three of his faithful hounds.

➤ Farmer Maggot lives within the peaceful environs of the Shire.







# Traps

*When war sweeps through their woodland homes, the Woses resort to using traps, to keep evil creatures at bay. Here, we show you how to make scenic trap markers for use with the rules presented in Playing the Game.*



**I**n times of peace, the reclusive Wild Men of the Druadan Forest used their traps to hunt game for food and leather. However, as evil encroached further into their woodland realm, these peace-loving people were forced to use their traps to ensnare the invading Orcs and cruel Men, who sought to drive them from their forest home. From cunningly concealed spiked pits to impaling mantraps, as accomplished woodsmen the Woses had a variety of ingenious traps at their disposal, each deadlier than the last.

Here we show you how to make a variety of scenic trap markers, to be used with the rules featured in this Pack's Playing the Game. In addition, we also feature a small selection of alternative traps, to help inspire you to create trap rules and markers of your own.

## ◀ DANGEROUS GROUND

*The Woses' cunningly hidden traps lie ready to ensnare the invading Orcs.*

## YOU WILL NEED

### Modelling Essentials

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

CARD  
BARBECUE SKEWERS  
BALSA WOOD SHEET  
SAND  
GRAVEL

CLUMP FOLIAGE  
STATIC GRASS  
FOAM CARD  
STRING  
URUK-HAI SIEGE  
TROOPS SPRUE  
WIRE  
MASKING TAPE

MODELLING PUTTY  
SMALL STONES  
GRAVEYARD EARTH,  
KOMMANDO KHAKI,  
BLEACHED BONE,  
SNAKEBITE LEATHER,  
AND TIN BITZ  
ACRYLIC PAINTS





## Spikes

The spikes are the simplest trap marker to make. Begin by creating a card disc with a diameter of approximately 4cm/1½". The large round bases used for cavalry models make ideal templates for this. If you wish, you can make your markers a different size, although making them too large may affect how practical they are to use in a game. Whatever size you decide to make your markers, it's a good idea to cut out a whole batch in one go, as all the trap markers will be modelled onto a card disc like this. Onto your card disc, glue small spikes – made by cutting the tips from barbecue skewers or by cutting them from a sheet of balsa wood – before applying sand to the marker, as though you were basing a model. Paint the spikes with Graveyard Earth, followed by a dry-brush of Kommando Khaki mixed with Bleached Bone. Paint the rest of the marker to match your gaming boards, before adding patches of clump foliage and static grass as required.

### ▲ SPIKES

*Take care when cutting off the tips of the skewers, as the brittle bamboo can easily split.*



### ◀ FOREST FLOOR

*By combining a variety of materials usually used for basing your models, you can achieve a more realistic look.*



### ► CARVING

*By applying sand to the edges of the foam card you can hide any imperfections where cutting it may have torn the card.*



### ◀ COVERING

*Clump foliage can be used to cover the pit and make it look disguised.*



## Spiked Pit

Begin by cutting out a disc of foam card, the same size as one of the card discs. Cut out the middle of the foam card disc to make a ring, before gluing this onto the card disc from earlier. Trim the edges of the foam card at an angle, so they rise smoothly, before applying sand to the edges. Make spikes out of barbecue skewers or balsa wood and glue them onto the card base in the pit before painting the marker in the same way as described for the spikes trap marker.

### ► DELICATE WORK

*Since the elements of this trap can be a little fiddly, you may find using a pair of tweezers helps, for both tying knots and holding the skewer tips.*



### ◀ HEATHER

*Use coloured flock to represent patches of heather or similar small, flowering plants.*



## Trip Wire

Begin by tying a piece of thin string to the ends of two barbecue skewers. Although you'll be snipping off most of the skewer, and only using the tips, you'll find that it's much easier to handle the whole skewer. You can use a little PVA to help hold the string in place after you attach it to the skewer. Next, snip the ends of the skewers off – with the string still attached – and glue them down onto one of the card disks. Apply sand to the marker before painting it to match your other trap markers and terrain boards. Once painted, you can add further embellishments to the trap by applying patches of clump foliage and static grass around the skewer tips, to disguise it.





## ◀ SAPLING

*Because the tree is a young sapling, try to keep the trunk and branches thin.*



## ► FOLIAGE

*The foliage on a young tree is not as dense as that of an older tree. Use smaller chunks of clump foliage to represent this.*

## Snare Trap

The snare trap marker is also based on Pack 17's wire tree. Make the tree large enough to fit onto one of your card discs without overbalancing it, and glue it down. Next, apply sand and gravel to the card disc to help secure the tree's wire roots. Tie a loop into the end of a piece of string and secure this to the disc either by gluing it or by fixing it down with a little modelling putty. Drape the string over one of the tree branches – again using glue or putty to secure it – and allow about 2cm/1" to dangle over the other side. Next, wrap a suitably sized stone with string and, using modelling putty, fix it onto the end of the string that you dangled over the branch. Finish the marker by painting it using the same methods described for the other markers and add green clump foliage to the tree branches.



## ▲ MODELLING PUTTY

*You can make the different pieces of the marker separately and join them together with modelling putty.*



## ▲ CAMOUFLAGE

*Add patches of foliage to the hanging stone and the rope to help disguise them.*

## Explosive Trap

The explosive trap marker consists of the top of a bomb, taken from a spare Uruk-hai Siege Troops sprue, from Pack 27 or 39, glued to a card disc. Texture the card disc and add a few small pieces of gravel before painting it to match your other trap markers.



## ◀ BOMB

*You can use the top of the bomb from the Uruk-hai siege sprue, if you have one spare, or you could try making a simple copy using modelling putty and plastic card.*

## ► THEMED

*This trap marker has been painted to match the desolate landscape that surrounded Isengard, after Saruman tore down Fangorn Forest.*





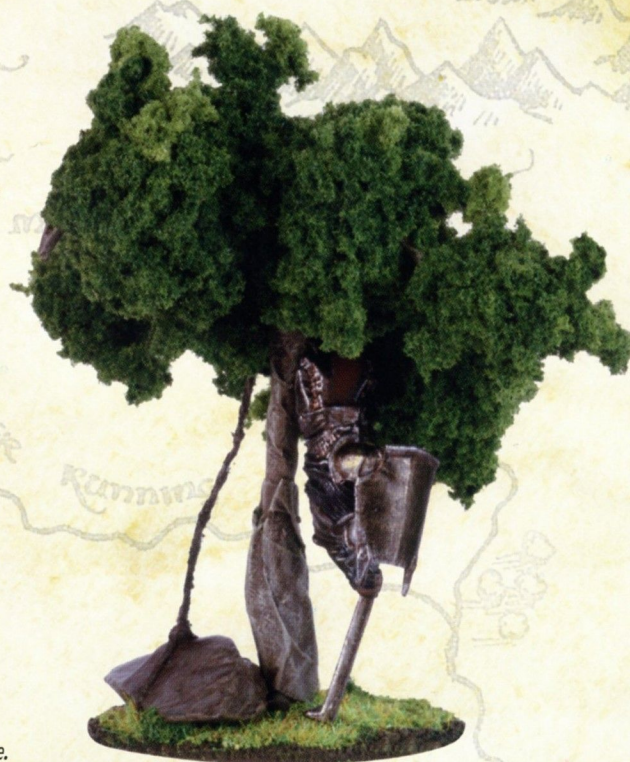


# Alternative Approaches

Trap markers can be painted and modelled in a variety of ways depending on the terrain boards you will be playing games on. You may decide to use traps in a scenario of your own devising, set in the arid deserts of Harad or the barren wastelands of Mordor, for example. Below are a handful of examples showing simple modelling alternatives, as well as some ideas for completely new traps, the rules for which you could create yourself.

## Sprung Snare

This snare trap marker has already caught one unsuspecting victim. The captured Uruk-hai is made using the legs from a spare Uruk-hai Berserker from the Siege Troops sprue found in Pack 29 while the torso and arms are from an Uruk-hai warrior from Pack 10.



*'Kill Gorgún!  
Kill Orc-folk! No other  
words please Wild Men.'*

GHÂN-BURI-GHÂN™

### ► VICTIM

The Uruk-hai will be easier to paint if you don't glue it into place.

## Steel Mantrap

This jawed mantrap is made from strips of plastic card, and painted to look rusty and worn. It would be ideal for a trap laid by Orcs or Goblins. Patches of flock and static grass have been used to conceal the trap, after it was painted.



### ◀ RUST

To paint rust, begin with Snakebite Leather, and dab patches of Tin Bitz and Chainmail over the top, followed by a light drybrush of Chainmail.

## Poisoned Waterhole

This trap marker represents a poisoned well, deep in an arid desert, where any passing warrior would be tempted to drink from it. This marker is made by applying a ring of sand to a card disk, and painting the middle with a blue colour, to give the impression of deep water, before layers of Water Effects fluid are applied to it.



### ▲ WATER

Before you apply the water effects, paint the water-hole blue to make it look deeper.

## Covered Spiked Pit

Based on the spiked pit this covered hole uses a piece of thick tissue to represent a pit that has been camouflaged for use in a game using the Harad desert boards from Pack 86.



### ▲ CONCEALED

Before painting the pit's covering, apply a coat of sand to help it blend in.



# IN YOUR NEXT GAMING PACK...

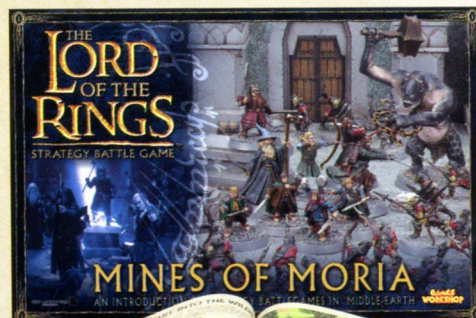
The serenity of the Shire is threatened by Saruman!

- Learn how the lands of the Shire fared during the War of The Ring
- Read the first part of the Scouring of the Shire Battle Report
- Paint Farmer Maggot and his dogs
- Build a series of models depicting the ruination of the Shire
- **PLUS:** A metal Farmer Maggot and three dogs



## THE LORD OF THE RINGS STRATEGY BATTLE GAME

The adventure continues in *The Mines of Moria* – the latest part of *The Lord of the Rings* tabletop gaming hobby. This set contains the exclusive Fellowship of The Ring and Cave Troll, pictured below.



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