

Fog on the Barrow Downs

Kevin Dallimore paints more from The Lord of the Rings



Tom Bombadil

This is one of my favourite passages from the Lord of the Rings, (sadly omitted from both the film and radio adaptations), so I was particularly pleased when Games Workshop decided to model the principle characters from this part of the story.

I can understand why it is always left out of dramatisations. Directors, I suppose, feel it is not really part of the main story; a digression that leaves too many unanswered questions... just who the hell is Tom Bombadil? How does he fit in? Why are his boots yellow? However, I believe this passage is critical as a formative adventure for the Hobbits, giving them a foretaste of dark adventures to come. It shows them that there are things both darker and more terrible than anything they could imagine, and also things higher and more wonderful.



Goldberry

It allows the Hobbits to grow up a bit, tempering them for the greater trials ahead. Anyway, on to the painting.

They are all great figures, superbly modelled and finely detailed. The Wights are particularly nice. The fineness does mean you must take great care when cleaning them up to avoid damaging any detail, but they only needed a scrape with a scalpel and a quick run over with a fine file anyway. The metal is hard but flexible enough to allow a bit of arm-twisting, be careful not to snap them clean off! Make sure to remove the air runners, (very fine strands of metal left from the moulding process).

To start with, as always, I undercoated the models with Humbrol matt black enamel; suitably thinned with white spirit and applied with a thick flat brush. Then I painted the flesh first. The models were mostly painted using Foundry's three-colour Paint System, though as usual some fiddling has gone on. (Some paints are from the new Expansion set, paint numbers over 36!) I have listed the Foundry paints and brushes I used below, and where I deviated from the Foundry System I will let you know.

Tom Bombadil

I pretty much followed the comprehensive description of Tom in the book. I used very little of the highlight colour on the hat, just touching the edges really. Anything not described I took from the Game Workshop box art. His eyes are a little tricky, being a long way under that brim, but you could leave them out altogether without any harm.

Paints

Flesh: Flesh (5)
Eyes: Teal Blue (24)
Hair: Spearshaft (13)
Robe: Sky Blue (21)
Jerkin: Dusky Flesh (6)
Trousers: Deep Blue (20)
Boots: Yellow Ochre (4)
Hat: Rawhide (11)
Hat Band: Granite (31)
Feather: Tomb Blue (23)
Belt: Black (34)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Dry-brushed Ochre (4)

Goldberry (the River Daughter)

It is a bit of a poser exactly why this beautiful water spirit is hanging around with old Tom, perhaps only Maiar spirits can put up with each other on long-term basis? Again I tried to stick to the colours described in the book. I did go a bit mad on the green dress! I wanted a washed out fresh look, so I mixed extra intermediate colours between the shades and then added more highlights on the light colour, really going quite light to give that rain washed look. I am not sure whether I should have done her hair more golden, with maybe Yellow Ochre. Her golden girdle has tiny blue forget-me-not like flowers in it. Her eyes were a bit tricky too, and critical to get right as you can't have a cross-eyed Goldberry!

Paints

Flesh: Flesh (5)
Eyes: Teal Blue (24)
Hair: Buff Leather (7)
Dress: Bright Green (25)
Girdle: Burning Gold (44)
Girdle Flowers: Vivid Blue (22)
Candle: Canvas (8)



actual size

Candle Flame: Orange 3B as a base, then Yellow 2B, then Lemon Light 1C as a highlight, be bold!

Boots: Armour (35)
 Base: Base Sand (10)
 Rock: Slate Grey (32)
 Grass: Dry-brushed Ochre (4)

Barrow Wights

I had originally decided to paint all the Barrow Wights in the same grey monotone, but was tempted away from this idea by the various new greys Foundry have made. The models themselves are fine but you only get two variants. Fortunately one has a separate arm and you can easily change its position. For the other I just bent the arms slightly to vary the models, which seems to be enough to fool the eye into thinking it is four different models. I used the Leather & Metal Wash: Copper (47A) to rust up the armour a bit. Also I used a very thinned down coat of Forest Green (26B) on the armour and at the bottom of the Wights' robes to give a damp, stagnant, mossy look, implying their long years under the Barrows.



Wight 1

Barrow Wight 1

Paints

Flesh: Stone (57)
 Hair: Storm Blue (39)
 Robe: Storm Blue (39) & Granite (31)
 Tassel: Dusky Flesh (6)
 Armour & Sword: Armour (35) & Burning Gold (44) & Copper Wash (47A)

Barrow Wight 2

Paints

Flesh: Stone (57)
 Hair: Storm Blue (39)
 Robe: Storm Blue (39)



Wight 2

Armour & Sword: Armour (35) & Burning Gold (44) & Copper Wash (47A)

Barrow Wight 3

Paints

Flesh: Storm Blue (39)
 Hair: Granite (31)
 Robe: Night Sky (62) & Slate Grey (32)
 Tassel: Dusky Flesh (6)
 Armour & Sword: Armour (35) & Copper Wash (47A)



Wight 3

Barrow Wight 4

Paints

Flesh: Storm Blue (39)
 Hair: Granite (31)
 Robe: Slate Grey (32)
 Armour & Sword: Armour (35) & Burning Gold (44) & Copper Wash (47A)



actual size

Captured Hobbits

These must be among the most straightforward models to paint in the whole Lord of the Rings range! I did mix an intermediate shade between the main colour and the light colour to give a bit more depth as I figured that there was little else on these models but robes!



Captured Hobbits

actual size

Paints

Flesh: Flesh (5)
 Robes: Canvas (8)
 Belts: Armour (35) & Copper Wash (47A)
 Crowns & Rings: Burning Gold (44) & Copper Wash (47A)
 Base: Base Sand (10) Grass: Dry-brushed Ochre (4)

Brushes

Throughout the painting of these models I've used a **Foundry Pure Sable Fine Detail** brush for the detail, and a **Foundry Sable Mix Fine Finish** brush for larger areas, and a **Foundry Utility Dry Brushing** brush for bases, hooking paint out of pots and dry-brushing.

Varnish

The models were gloss- and then matt-varnished using polyurethane varnish, as I always do.

Kevin (with invaluable contributions by Martin Buck)

You can see all of these and much more of my painting at www.kevindallimore.co.uk, and a load more at www.wargamesfoundry.com. Occasionally Steve Dean will have old painted models of mine for sale at www.steve-dean.co.uk.

Captured Hobbit



Wight 4

actual size