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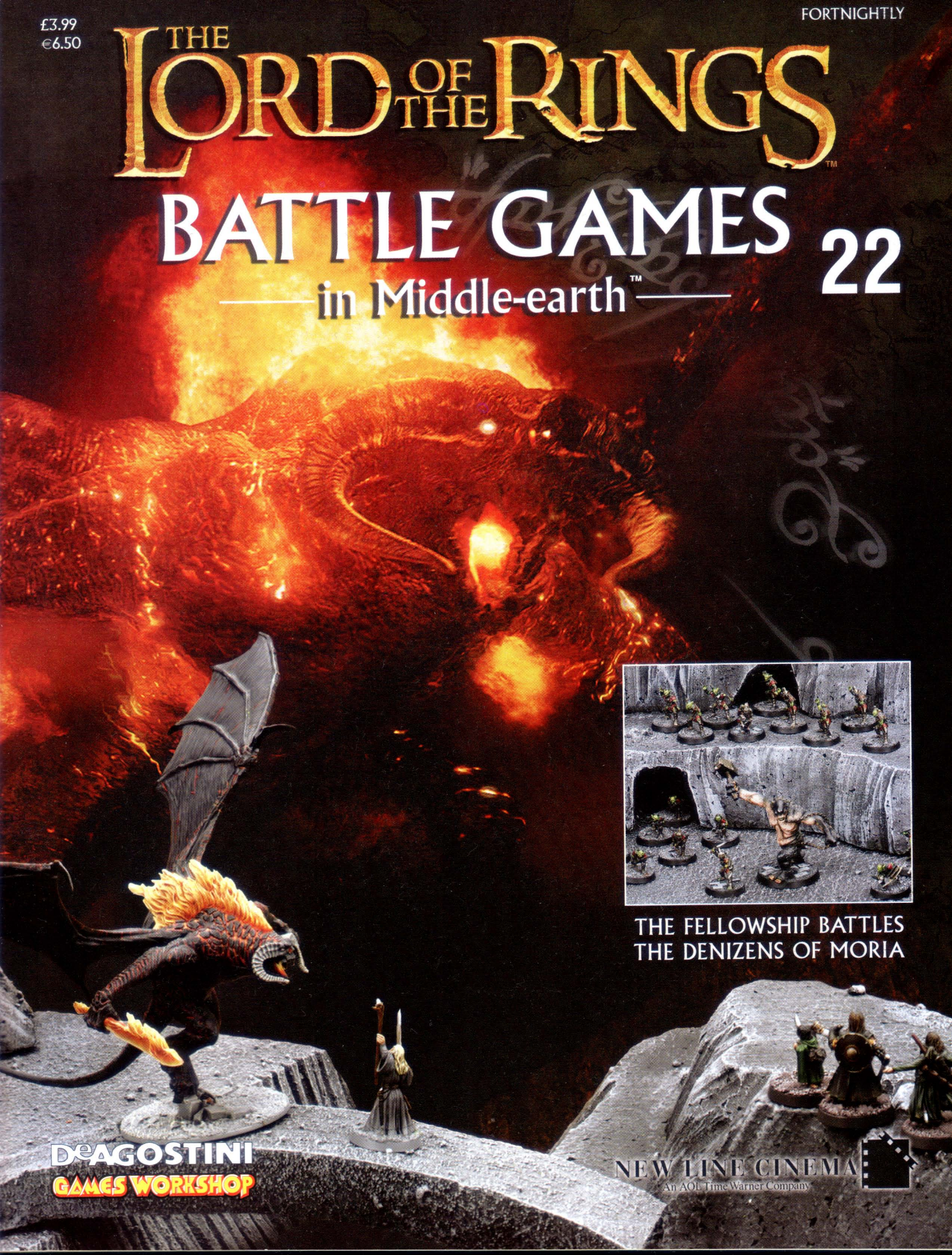
FORTNIGHTLY

THE LORD OF THE RINGS

BATTLE GAMES

— in Middle-earth™ —

22



THE FELLOWSHIP BATTLES
THE DENIZENS OF MORIA

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THE LORD OF THE RINGS

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BATTLE GAMES 22

— in Middle-earth —



Guide to Middle-earth™ 1

Learn about the ancient evil that dwells deep within the mines of Moria – the Balrog of Morgoth!



Playing the Game 2-5

Discover how to collect a Moria army of your own, and learn some tactics to make it even more effective in your Battle Games.



Battle Game 6-11

The Balrog stalks The Fellowship of The Ring through the dark halls of Moria, and confronts Gandalf at the bridge of Khazad-dûm.



Painting Workshop 12-15

A detailed look at how experienced gamers begin putting together and painting themed armies.



Modelling Workshop 16-21

Construct the bridge of Khazad-dûm for the Battle Game, using basic tools and materials.

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The Bridge of Khazad-dûm™

In this Pack, we join the heroes of *The Fellowship* with their journey through Moria almost at an end. Having survived the dangers that lurk in the darkness, *The Fellowship* must flee to the bridge of Khazad-dûm ahead of the terrifying Balrog.

Trusting in stealth and hoping that their passage may go unnoticed, Gandalf has navigated *The Fellowship* through the endless dark of Moria. He alone knows that the greatest foe lies hidden in the depths. When Pippin unwittingly rouses the Goblin hordes of Moria, he also awakens a more terrible foe – a Balrog of Morgoth, demon of the ancient world. Wreathed in flames, this mighty beast towers over other, lesser beings. The Fellowship races toward the bridge of Khazad-dûm, fleeing before this new enemy. There, Gandalf turns and stands against their pursuer, to hold back the Balrog so that the Ringbearer may escape. The Fellowship can only watch helplessly as Gandalf destroys the bridge and falls to his apparent doom.

We conclude the Moria section of *Battle Games in Middle-earth* with a Pack focused on that final confrontation between Gandalf and the Balrog. Playing the Game explores how to collect and play with a themed force such as an army of Moria.

The Battle Game recreates the epic flight across the bridge of Khazad-dûm and the final showdown with the Balrog.

Painting Workshop looks at the themed armies of several gamers, including some unique model conversions.

Finally, our Modelling Workshop shows you how to build the hall where the bridge of Khazad-dûm is located and also explains how to use the Dwarven ruins that are included as part of this Pack.

'You shall not pass!'

GANDALF™

◀▶ AGAINST THE BALROG

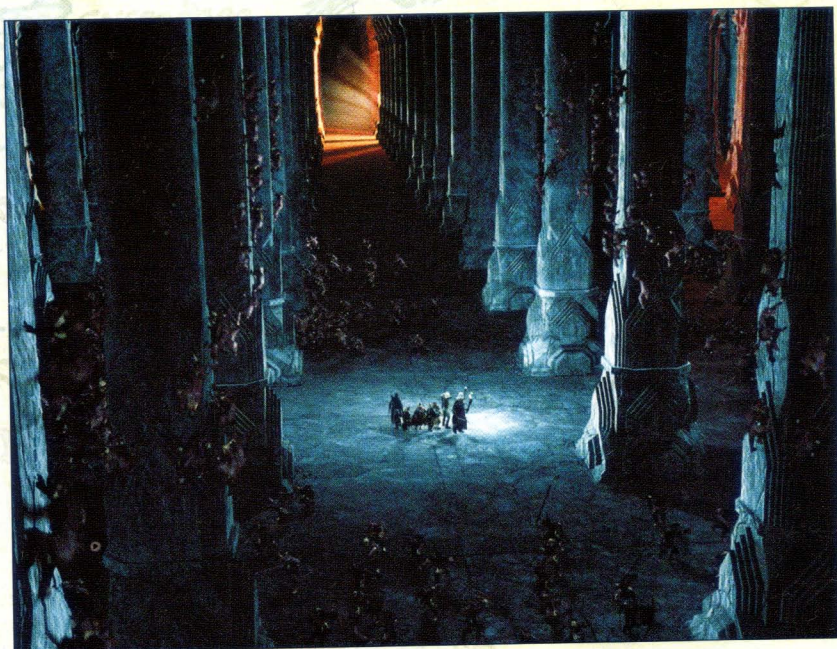
Gandalf pits his magical might against a terror of the ancient world.





Theming Your Forces

Many gamers enjoy not only collecting and painting a variety of models, but also building whole armies around a theme. Here we detail an army of Moria, which is themed to include only warriors and creatures from that underground realm.



Moria Goblins are cowardly creatures that live deep within the former Dwarf hold of Khazad-dûm. Believing in safety in numbers, they are nearly always encountered en masse. For this reason, not to mention their low points cost, Moria Goblin armies tend to be very large. This puts many people off at first, especially as, on paper, Goblins appear to be cowardly, cheap and poor fighters. However, the weight of numbers is a heavy advantage in most Battle Games, and the more dangerous creatures that dwell in Moria offer powerful support to the army.

◀ ARMY OF MORIA

Moria Goblins swarm forward in massive numbers to try to overwhelm The Fellowship.

Armies of Middle-earth

Most armies of Middle-earth comprise a single race or type of warrior, or at least warriors from the same region. Only in times of great strife, such as in the Battle of The Last Alliance, do the different forces of Middle-earth ally together. Here are some examples of Middle-earth armies.



▲ WARRIORS OF THE WHITE HAND

Saruman's Uruk-hai are the deadliest Orcs in Middle-earth.



▲ RIDERS OF ROHAN

Rohan is home to the most feared cavalry of Men.



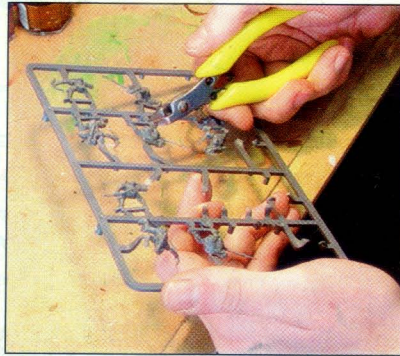
Army of Moria™

The massed forces of a Moria Goblin army can be one of the most impressive sights on the tabletop. Here we take a look at collecting your own Goblin horde.

The Goblins

Whereas you are normally limited to the models prescribed by a scenario, a themed army can contain whatever models you choose. When collecting any army, remember that you will probably be using the points value system to work out which models will be fielded in battle. A good place to start collecting is with your most basic troops – the lowly rank-and-file warriors. In this case you will need plenty of Moria Goblins.

As an example, this Pack's Painting Workshop features Mark Latham's Moria Goblin army. When he began collecting the force, Mark used his plastic sprues of Goblins from *Battle Games in Middle-earth* as a basis. This provided him with 24 Goblins, which split into eight spearmen, eight swordsmen and eight bowmen. Mark assembled and painted these models first, giving him a core force of around 120 points.



◀ **ASSEMBLING THE HORDE**
Mark begins his collection with the plastic Goblin sprues.



▶ **GOBLIN ATTACK**
The Moria Goblins are ready to repel invaders from their subterranean realm.

▶ **HEROES OF MORIA**
Goblin Captains add Might and character to your army.



The Heroes

Moria Goblin Captains cost more points to include in your army, but are very useful. They also provide some unique character models to the force. When building his army, Mark decided he would need at least three Captains to give his force some hard-hitting power.

Denizens of Moria

One of the strengths of a Moria army lies in the other creatures that accompany it to battle. Moria is home to powerful Cave Trolls, not to mention the awesome Balrog of Morgoth. Cave Trolls are a welcome addition to any Moria force, costing only 75 points with their Troll chains. The Balrog is a monstrous beast, costing 500 points! This powerful creature is best reserved for large games, or special scenarios.



◀ **HULKING TROLLS**
Cave Trolls are a dangerous addition to the army.



Moria™ Tactics

Once you have your Moria army assembled and painted, you will be ready to play a few games with it. Presented here are some useful tactics for Goblin armies.

Goblin Cowardice

Although Goblins almost always outnumber their foes, they are let down by poor Courage. If placed in a situation where a Courage test is required, Moria Goblins run away more often than not. However, there are several steps you can take to avoid this. Firstly, take several Captains, and strategically place them so that they are never too far away from your groups of warriors. This will allow you to use their slightly superior Courage value when tests are required. Secondly, always make sure that you attack en masse. By forming your force into large groups, you should never have to take Courage tests for being alone and outnumbered. Finally, if you have any Cave Trolls in your force, use them to lead the attack, as they are far less likely to run away and their devastating fighting prowess can turn the tide of battle.

NB. The Balrog is especially useful here, as it has a special rule that removes the problem of low Goblin Courage. The Goblins are far more scared of this towering beast than anything the enemy can throw at them!



◀ COMMANDING CHAMPIONS

The Goblin Captains hold sway over their cowardly minions.

► MASSED ASSAULT

By pouncing on isolated enemy warriors, you can maximize your own strengths.

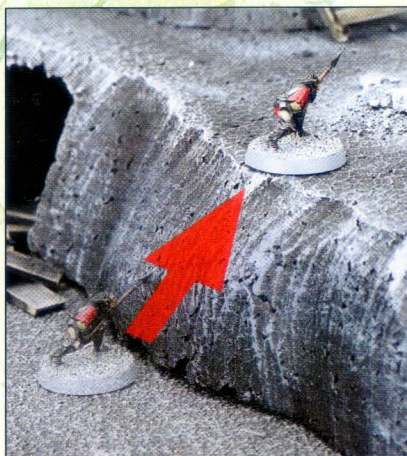


Goblin Agility

All Moria Goblins have a special rule for jumping and climbing. Difficult terrain does not slow down Goblin forces nearly as much as other armies. For this reason, it is always possible to use the scenery to your advantage. You can frustrate your opponent's plans by using your archers to climb effortlessly up tall scenery pieces and fire down from on high. Your warriors can bound across gaps that normal warriors would have to roll for. Use your special rule to the best advantage in your games.

► GOBLIN CLIMBING

Goblins scale these surfaces with spider-like agility.



TOP TIP

To employ good tactics, you will first need to know your army's strengths and weaknesses, but remember that it also helps to know your foe. For example, if the enemy has lots of Cavalry, then try to position your spearmen so that they can support your other models, thus deterring the enemy from charging. Likewise, if the opposing force contains powerful Heroes, then try to nullify them early on with archery, or with a well-timed mass charge.



Monsters of Moria

Cave Trolls are the best investments you can make for a Moria Goblin army, with their high Fight, Strength and Defence values. They don't count as Heroes, and therefore don't have any Might, Will or Fate, but this is actually an advantage as it means their cost is greatly reduced. Generally, the Troll chain and hand weapon is the best combination. Spears are rarely used by Trolls – after all, it is far better to have all your attacks at Strength 6 than merely add one attack to a normal Goblin's profile. Still, taking a spear may be worthwhile, as it costs only a single point and you never know when a situation may arise where it may be needed.

► **RAW STRENGTH**
Cave Trolls lead the attack against the invaders.



▲ A fearsome army of Moria, consisting of Goblins, Cave Trolls and a mighty Balrog.



The Bridge of Khazad-dûm™

With the monstrous Balrog and a horde of scurrying Moria Goblins in pursuit, Gandalf the Grey leads The Fellowship towards the bridge of Khazad-dûm. In this Battle Game you can re-enact the heroes' desperate flight to safety.



Having barely survived the conflict in Balin's Tomb, the exhausted and bruised companions must flee, before they too become trapped as the Dwarves did. In the vast hall of Dwarrowdelf, innumerable Goblins swarm from every crack and crevice, threatening to engulf The Fellowship. The Goblins suddenly flee in terror as a new foe arrives – the Balrog. A race is now on – can The Fellowship navigate the crumbling, treacherous stairways and reach the bridge before the beast catches up and slays the Ringbearer?

◀ **HEAD FOR THE BRIDGE**
The Fellowship has to negotiate a dangerous gap before reaching the bridge of Khazad-Dûm.

THE COMBATANTS

For this battle, you will need all 24 of your Moria Goblin models and all of The Fellowship. If you have been collecting *Battle Games in Middle-earth* since Pack 1, you will have most of The Fellowship as metal miniatures – the rest can be represented by the card figures from Pack 1. You will also need the Balrog card character that was included in Pack 21.

▶ **ASSEMBLING THE BALROG**

Your card Balrog can be assembled in the same way as previous card characters.



▲ **PREPARED FOR BATTLE**
The Balrog is a terrifying opponent.



BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo	3/-	2(3)	3(6)	1	2	6	10cm/4"	3	3	3
Sam	3/-	2	3	1	2	5	10cm/4"	1	1	2
Merry	3/-	2	3	1	1	4	10cm/4"	0	0	1
Pippin	3/-	2	3	1	1	4	10cm/4"	0	0	1
Aragorn	6/-	4	5	3	3	6	14cm/6"	3(+1)	3	3
Boromir	6/-	4	6	3	3	6	14cm/6"	6	1	0
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Gimli	6/-	4	8	2	2	6	12cm/5"	3	2	2
Gandalf the Grey	5/-	4	5	1	3	7	14cm/6"	3	6	3
Moria Goblin	2/5+	3	4(5)	1	1	2	12cm/5"	-	-	-
The Balrog	10/-	8	10	4	10	7	14cm/6"	0	*	0

NB. The Goblins are armed exactly as depicted by their models. If a Goblin model has a shield, its Defence is increased by 1 point.

Frodo

Wargear: Sting and a Mithril coat – these increase his Strength to 3 and his Defence to 6 respectively.



The Balrog and the Goblins

*All the rules and wargear for the Balrog and Goblins are given in Pack 20.

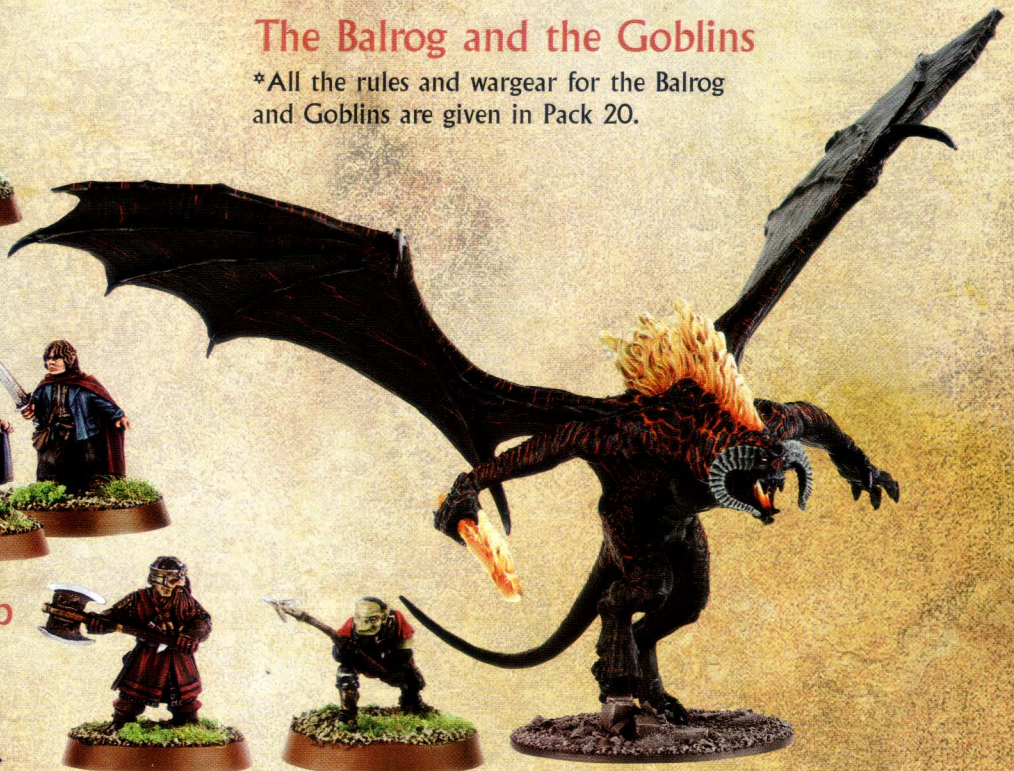
Sam, Merry and Pippin

Wargear: They all carry the blades given to them by Aragorn.



The Rest of The Fellowship

All the special rules and wargear for Aragorn, Legolas and Gimli are available in Pack 21. Boromir's rules are covered in Pack 12 and Gandalf's rules are in Pack 15.

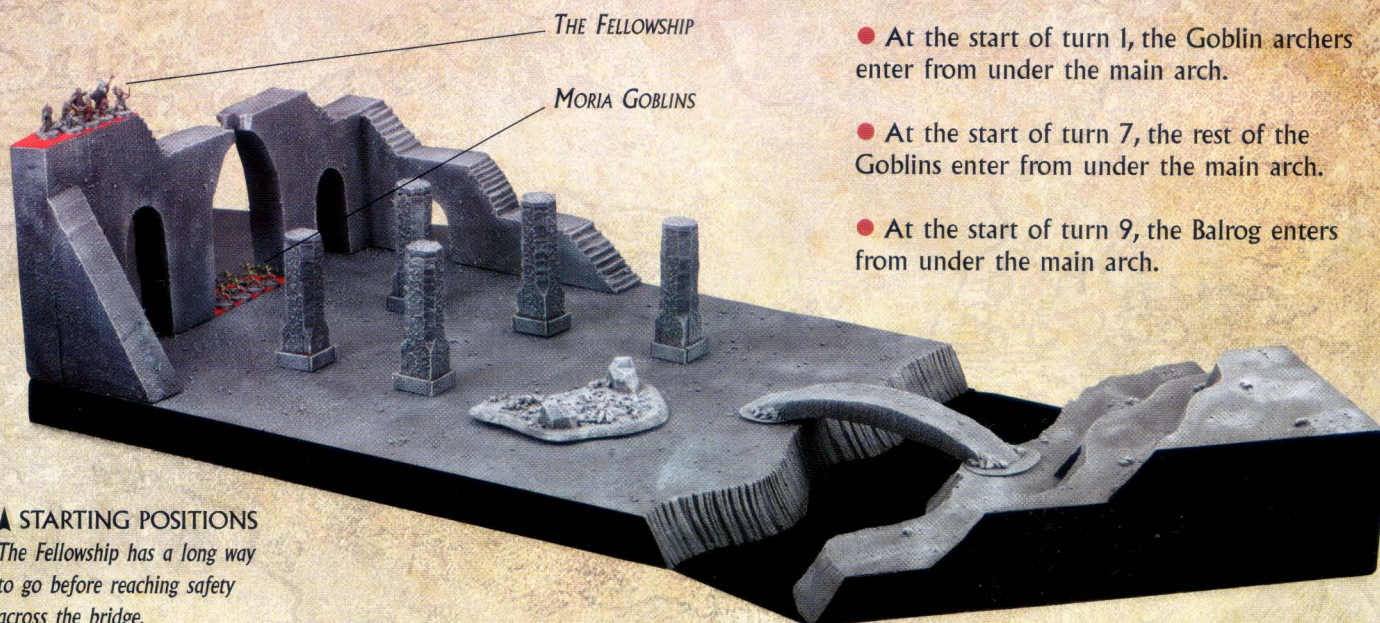




BATTLE GAME

The Gaming Area

This battle is fought on the Khazad-dûm scenery created in this Pack's Modelling Workshop. Place the pillars from your Balin's Tomb terrain so they create a row. Some rubble can be placed on the board if you like. A corner section of mine facing from Pack 20's Modelling Workshop is placed supporting the other side of the bridge.



▲ STARTING POSITIONS

The Fellowship has a long way to go before reaching safety across the bridge.

Starting Positions

The Fellowship gets Priority in the first turn and starts on the highest part of the stairway. The forces of Moria enter the board at the start of different turns, as shown below. For this reason it will be important to keep a record of how many turns have passed.

- At the start of turn 1, the Goblin archers enter from under the main arch.
- At the start of turn 7, the rest of the Goblins enter from under the main arch.
- At the start of turn 9, the Balrog enters from under the main arch.



◀ ANCIENT DEMON

The Balrog announces its rage with a fiery bellow.

'This foe is beyond any of you!'

GANDALF™



Scenario Special Rules

Leaping the Gap

The Fellowship must cross the gap in the stairway. Jumping this gap follows all the rules for jumping as presented in Pack 6's Playing the Game, with one exception. In this scenario, The Fellowship will not risk any of the Hobbits taking an injury from such a long fall. As a result, any member of The Fellowship within 5cm/2" of the gap may spend Might points to save a Hobbit that has rolled a 1 on his Jump test. This represents the members of The Fellowship throwing and catching the Hobbits as they cross.



◀ A LONG WAY DOWN

Pippin rolls a 1 and is about to fall to his doom. However, Boromir spends a point of his Might to adjust Pippin's roll, and catches him at the last moment.

Destroying the Bridge

Gandalf must destroy the bridge in order for the Good player to win. To do this, the Gandalf model must first be on the bridge. Then he can cast Sorcerous Blast at the bridge. If the spell is successfully cast, roll to see how many wounds are inflicted on the bridge. This is a random roll, so Gandalf may not spend Might to adjust it.

DICE	RESULT
1-2	1 wound
3-4	2 wounds
5-6	3 wounds

► NOBLE SACRIFICE

Gandalf must destroy the bridge to stop the Balrog from crossing, even if it means his own death.



The bridge has 3 wounds. Once the last wound has gone, the bridge will collapse into the chasm. Any model standing on the bridge when this happens will fall to their doom – this includes Gandalf.

WINNING THE GAME

- The conditions for the Good player to win this game are quite specific. First, Frodo must make it across the bridge and be alive on the other side. Second, Gandalf must destroy the bridge before the Balrog can cross. This means Gandalf sacrificing himself to save Frodo and The Ring.
- The Evil player wins if Frodo dies, if they can kill Gandalf before he destroys the bridge or if the Balrog gets across the bridge.





The Moria™ Campaign

Now that you have played all four of our Battle Games set in Moria, you may like to try linking them together to run a campaign, as discussed in Pack 19's *Playing the Game*.

Linking the Games

As discussed in Pack 19, there are several ways of linking games to form a narrative campaign. Because each of the Moria scenarios has its own special rules already, we decided not to alter most of them for the purposes of our campaign. However, we found there was a chance that one or more Heroes could be killed along the way. Simply not to allow them to fight in the next scenario made the later games too difficult for the Good side. Instead, we introduced a rule to allow them a random chance to be able to fight on, which is detailed opposite.



'THE WATCHER IN THE WATER'

'LOST IN THE DARK'

'BALIN'S TOMB'

Scenario 1 and 2

The first battle takes place outside the doors of Durin, where 'The Watcher in the Water' confronts The Fellowship. This is a tricky game for The Fellowship, as the tentacles of the Watcher relentlessly snatch at Frodo. Once the heroes pass through the doors, the Watcher seals the entrance behind them, forcing them to face a long journey through Moria. In 'Lost in the Dark', the companions take a wrong turn, and are ambushed by a never-ending horde of Goblins. They must fight their way through the gloom and find the exit from the catacombs.



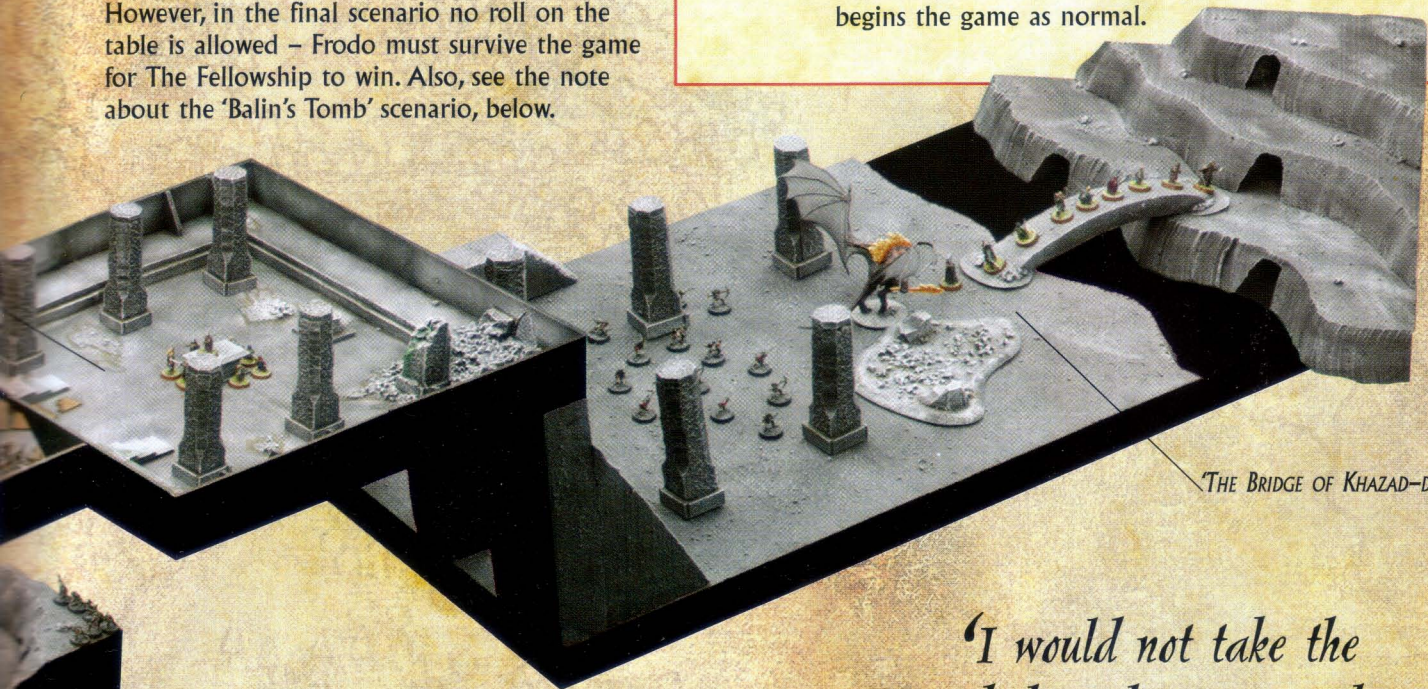
Campaign Special Rules

Death of a Hero

Any Good Hero who is lost in one of the Battle Games may still be able to continue the campaign. There is a chance that he may have only been wounded or stunned, and can still catch up with the rest of The Fellowship. At the end of the game in which the Hero died, roll a dice and consult the table on the right. However, in the final scenario no roll on the table is allowed – Frodo must survive the game for The Fellowship to win. Also, see the note about the ‘Balin’s Tomb’ scenario, below.

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 Boromir, who has no Fate to begin with, he must begin the next game with only a single wound. |
| 6 | The Hero makes a full recovery and begins the game as normal. |



‘THE BRIDGE OF KHAZAD-DÛM’

‘I would not take the road through Moria unless I had no other choice.’

GANDALF™

Scenario 3 and 4

Seeking a moment’s respite in ‘Balin’s Tomb’, The Fellowship is soon beset by a force of Goblins and a hulking Cave Troll. Escaping from the tomb, the heroes soon realise that the terrifying Balrog of Morgoth is pursuing them. Fleeing to ‘The Bridge of Khazad-dûm’, they are forced to make a last stand that will surely see the loss of their comrade, Gandalf the Grey.

NB. ‘Balin’s Tomb’ was the only scenario that needed to be altered for our campaign. Rather than ending the game as soon as a single Good model was killed, we decided to play on until one side was totally wiped out. The side that achieved its objectives first was the ‘winner’ in terms of calculating who won the campaign, but there was a good chance that more than a single Good model could be killed in the tomb.

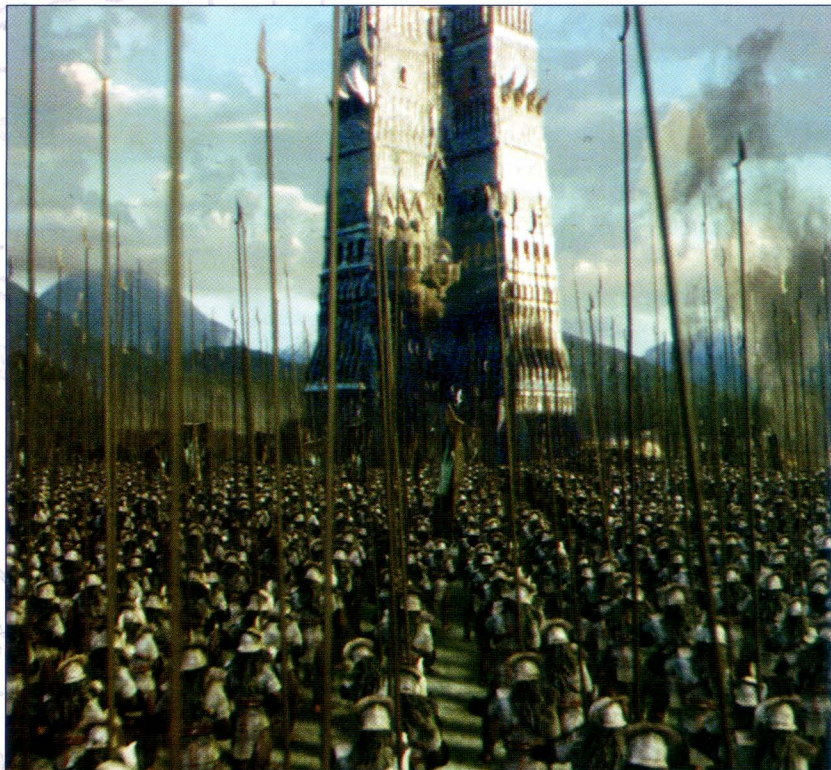
WINNING THE CAMPAIGN

- The side that wins the most games wins the campaign. If both sides win two games each, then it is a draw.
- If Frodo dies and then rolls a 1 on the table above after any game, then the Evil side wins.
- If Frodo dies in the final game (‘The Bridge of Khazad-dûm’), then the Evil side wins.



Painting Armies

As discussed in this Pack's Playing the Game, collecting themed armies is a rewarding part of the hobby. Painting an army is a little different and more involved than painting a single model, but the result will be an impressive and unique force.



Themed forces are not only linked by race and narrative, as discussed in *Playing the Game* (pg 2-5), but also by colour scheme. A strong one based around a limited palette and painting style will create a visual coherency in your army, so that it looks like a unified force on the tabletop.

In this Painting Workshop, we take a look at how several gamers went about painting themed armies of their own. Mark Latham's Moria Goblin army is a good example, and we also present a High Elf army painted by Rob Wood, and an Uruk-hai army by Mark Bedford. All three work at Games Workshop's head office, and are experienced gamers and painters.

We also explain some more techniques for personalising your force, from modelling unique miniatures and scenery pieces, to using different basing styles.

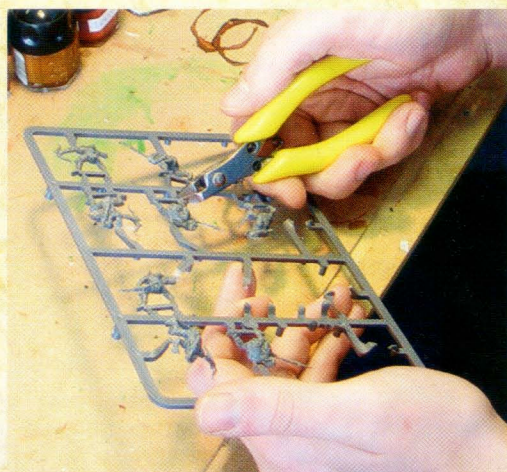
◀ HORDE OF ISENGARD

Saruman's Uruk-hai make an imposing sight as they prepare for all-out war.

PAINTING ESSENTIALS

Conversions

Many hobbyists enjoy creating unique miniatures by cutting and transplanting components from existing models. These special miniatures are often referred to as conversions, and can be as basic as sticking a bow onto the model's back, or as complex as swapping limbs or weapons. You will find that plastic models are simpler to convert than metal ones, as they are far easier to cut. To convert metal models, you generally need to use a modelling saw, whereas for most plastic conversions you will need a pair of clippers and a set of files. In addition, using polystyrene cement to glue the component parts of plastic models will slightly melt the plastic, which will hide the joins of the conversion.



◀ One way of converting your plastic Moria Goblins is detailed on page 14.



Presented here are three themed armies, painted by experienced gamers to take pride of place as both display pieces and gaming forces. The most noticeable feature of these armies is their cohesive colour schemes. These are made up of limited colour palettes, and really help the forces to stand out.

Mark Bedford's Uruk-hai

The attention to detail, limited palette of colours and well-finished bases of Mark's models make for an impressive and characterful army. Mark chose to concentrate on manpower and Berserkers rather than powerful Heroes, and paid equal attention to all the models in the army.

DARK
FLESH

CHAOS
BLACK

BOLTGUN
METAL



Rob Wood's High Elves

The most striking thing about Rob's Elves is the unique colour scheme. Rob decided not to stick purely to the imagery from *The Fellowship of The Ring* movie, opting instead to use a palette that would be individual and have a high visual impact.

DARK
ANGEL

SKULL
WHITE

SNOT
GREEN

MITHRIL
SILVER

Mark Latham's Moria Goblins

Mark chose to create a very dark, dirty look for his Goblin army. This was achieved by using dark ink washes over the base colours. By basing all the models with a plain, dark stone effect, Mark has given his force a subtle and menacing look.

BOLTGUN
METAL

CAMO
GREEN

RED
GORE

BLACK
INK

BROWN
INK





Converting a Goblin™ Captain

As discussed earlier, conversions are a great way of adding character to your army by creating unique models. Here, Mark Latham takes you through the techniques needed to create a Goblin Captain from leftover plastic Moria Goblin models.



▲ Mark Latham has converted a Moria Goblin to create a unique Captain.

Mark – ‘Even though I like the metal Captain models from the Citadel range, I really wanted to create a unique miniature to personalise my army. I decided on a Goblin Captain who was a good ‘all-rounder’ on the tabletop – someone who could shoot and fight. For that reason I decided to make a Captain armed with a bow, sword and shield. By limiting myself to plastic components I made the job much easier and less expensive for myself.’

1 Preparing the Components

Clip out and prepare a Goblin archer and a swordsman. You will also need a plastic Goblin shield. Using clippers, remove the bow from the hand of the archer and the sword – complete with hand – from the swordsman. When removing components like this, be careful not to damage any other parts of the model.



▲ Snip the bow from the hand of an archer.



▲ Cut the sword and hand from a swordsman.

2 Assembling the Captain

Take the two halves of the bow that you cut from the archer, and use plastic glue to stick them to the back of the model. The trickiest part is to make the bow's grip. Mark used a small piece of wire, although you can just as easily use a bit of plastic or modelling putty. Next, use the clippers to snip off the right hand of the archer, and glue the hand holding the sword to the wrist. This makes the Captain look as though he is just about to strike with the sword. Finally, stick the shield to the back of the outstretched arm. When the glue has dried, undercoat the model with black spray and paint it to fit in with the rest of your Goblin forces.



◀ Use a piece of wire or other suitable material to construct the bow grip.



➤ Stick the sword in place to create a dramatic posture.

➤ Cut the tab from the back of the shield before sticking it in place.



➤ This simple conversion makes for a unique and dynamic-looking model.





Themed Bases

Basing Techniques

When creating an army based on a strong central theme, such as Moria or Rohan, it is a good idea to base all the models in the same way. Basing techniques vary dramatically, but are simple to achieve. The Moria bases on Mark's Goblin force were created using the guidelines from Pack 20's Painting Workshop. Shown here are a few examples of bases from other parts of Middle-earth. Simply by using modelling sand painted different colours, and adding static grass, flock or bits of coarse turf, you can make an attractive, scenic base. Try experimenting on some spare bases and see which method you prefer.



MORIA



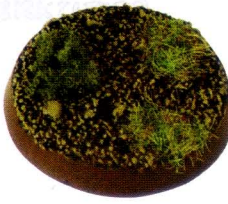
MORDOR



LOTHLORIEN



CARADHRAS



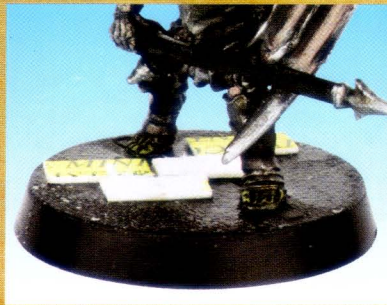
ROHAN



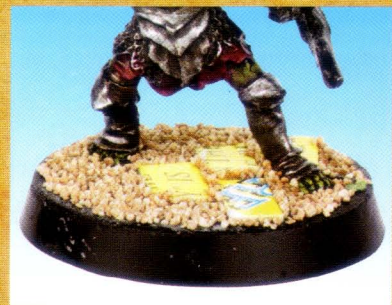
THE SHIRE

BASING HEROES

Mark – 'The Goblin Captain models look quite similar to the normal warriors. To help make them stand out in the crowd a little more, I made their bases look slightly different. I began by cutting up some pieces of thin cereal packet card into tiny rectangles. These rectangles were glued onto the base in a tile pattern. When the glue was dry, I stuck the sand on as usual, carefully avoiding the card tiles. After painting and dry-brushing the base, I painted the tiles separately with Codex Grey.'



◀ Small rectangles of card are used to create a tile pattern.



▶ Sand is stuck on around the tiles, and then the base can be painted.

Themed Scenery

To finish off their armies and provide a great showcase for them, many gamers like to make one or two small scenery pieces to go with them. For example, Mark painted some of the plastic Dwarven ruins to complement his Moria Goblin army. Small items like this look especially good if you put your army on display, whether on a shelf or in a cabinet. It provides a setting and context for your force, almost making it part of *The Lord of The Rings* narrative rather than just a collection of models. Themed scenery is something we will discuss more in a future Pack of Battle Games in Middle-earth.



◀ It's not just armies that can be themed, but scenery pieces, too.



Khazad-dûm™

In this Modelling Workshop we will show you how to make the great hall and bridge of Khazad-dûm, where Gandalf the Grey stood his ground against the mighty Balrog.



In this Pack, we conclude our series of Modelling Workshops set in the depths of Moria. Here we recreate the bridge of Khazad-dûm for use in this Pack's Battle Game. The floor, bridge and stairway will be made from a large sheet of polystyrene using techniques similar to those needed to create the mine facings in Pack 20's Modelling Workshop. The pillars from Balin's Tomb are reused here along with one of the mine facings corner pieces. All this, together with some areas of rubble, will create the scene where Gandalf confronts the Balrog.

◀ MAKE FOR THE BRIDGE

The Fellowship runs for the bridge, desperate to stay ahead of the Balrog.

YOU WILL NEED

5CM/2" THICK
POLYSTYRENE SHEET
(60CM/24" BY 120CM/48")

FELT-TIP PEN

HOT WIRE CUTTER

FOAM CARD

GRAVEL AND ROCKS

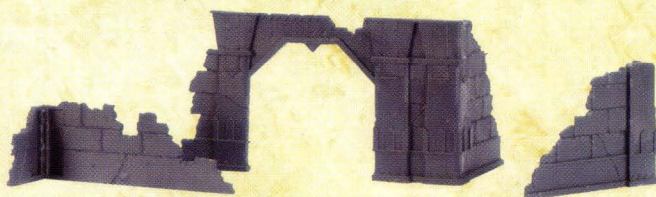
TEXTURED PAINT

PVA GLUE

CRAFT KNIFE

STEEL RULER

COCKTAIL STICKS



▲ RUINED BUILDING

Left free-standing, the ruins can be placed in any manner you like.

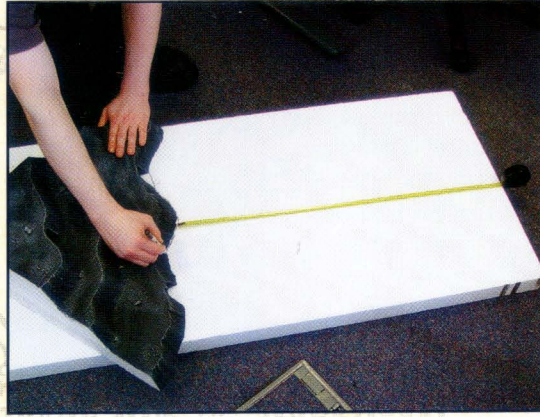
Dwarven Ruins

A set of Dwarven Ruins was included as part of this pack. These specially sculpted ruins really show off Dwarven architecture and can be used in your Battle Games to provide cover for advancing troops. In this Modelling Workshop we will show you how to paint and mount the ruins onto a scenic base, but they can be just as effective left free-standing on your battlefield.



1 The Base

In order to give the chasm a sense of depth, we will raise the playing area by making the base out of a sheet of polystyrene. We used a 5cm/2" thick sheet, that was 60cm/24" wide and 120cm/48" long. Using a corner section of mine from Pack 20's Modelling Workshop as a guide, draw a line across the width of the sheet that is 80cm/32" in from one of the short edges. Cut along this line with your wire cutter and then give it a slope matching that of the mine facings.



◀ MEASURING THE BASE

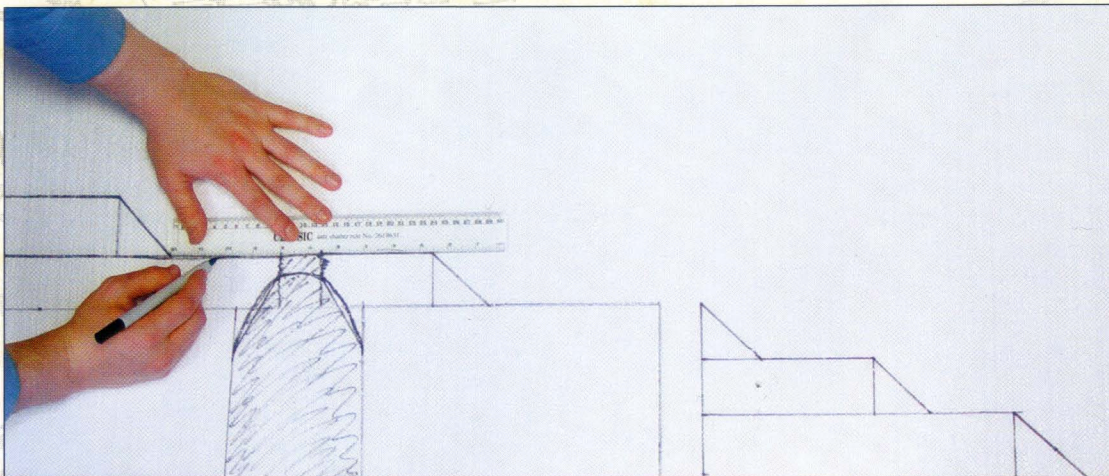
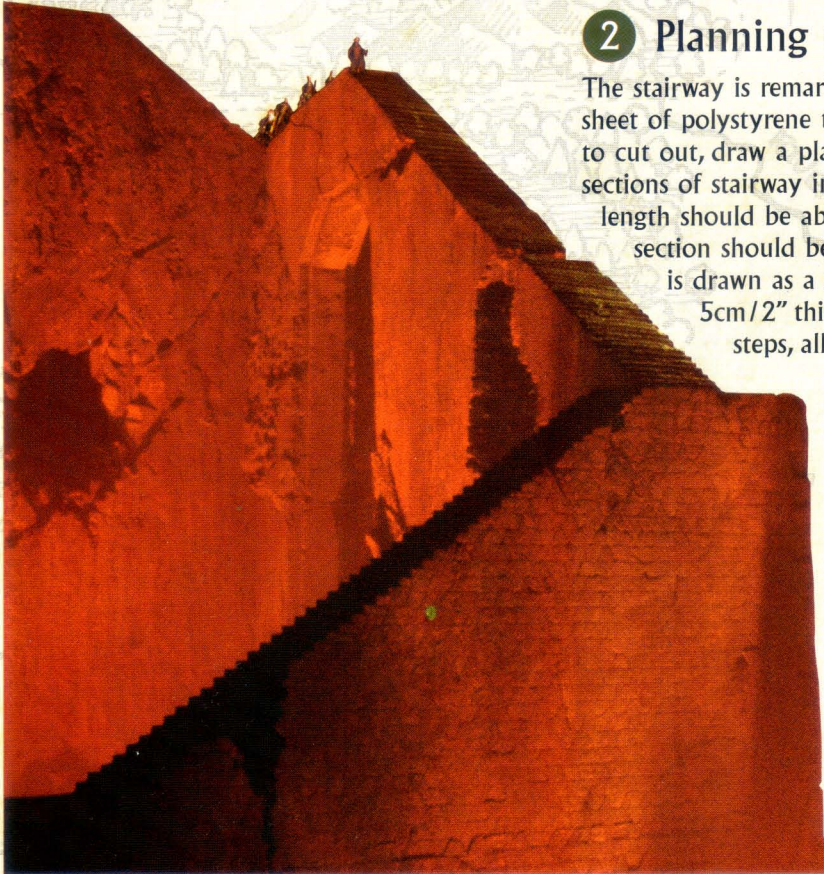
The base needs to be the right length for use in the Battle Game.

2 Planning the Stairway

The stairway is remarkably easy to make, as it is all cut from a single sheet of polystyrene that is the same size as the base. To make it easier to cut out, draw a plan onto the polystyrene. You will need two sections of stairway in order to create the turn. The lower section's length should be about 35cm/14". The overall length of the upper section should be the same as the width of your base. The stairway is drawn as a series of ascending levels. Each level is about 5cm/2" thick with steps leading up to it. When drawing the steps, all you need for now is to create a triangle shape as shown below. The lower section is three levels tall. The upper section has two more levels on top of that. Draw a large arch in the centre of the upper section. It reaches almost to the top of the fourth level – this is where the gap will be. The gap itself can be no more than 4cm/1½" wide, otherwise the Hobbits will be unable to jump it during the Battle Game.

◀ EPIC SCALE

Although these stairs provide excellent inspiration, it would be impractical to build your own to the same scale.



◀ ROUGH PLAN

From this plan you can easily see how the stairway will go together.



Mount
Gundasão

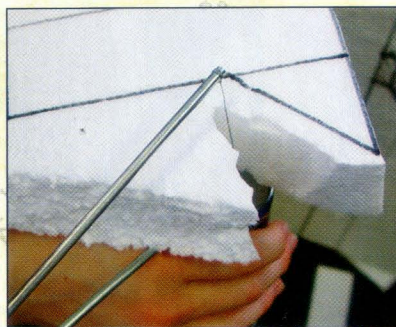
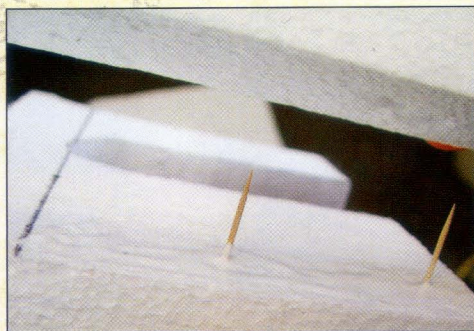
3 Creating the Stairway

Once you have drawn a plan that you are happy with, you can begin to cut it out with a hot wire cutter. Because the cutter can't cut very deep, you may need to score and snap your sheet so that the cutter can gain access. Try to keep your wire cutter straight when cutting so that the edges are as even as can be. Cut a zigzag pattern along the outside edge of your triangles to create the steps. Cut the arch and the gap out too, but give the gap rough edges so it looks as if the masonry has broken away. If you want to, you can cut some other arches out at either side of the main one or even on the lower set of stairs.

Finally, a support for the upper section needs to be cut out. This will be a wedge in the shape of a right-angled triangle. The easiest way to make this is to measure up 20cm/8" from one corner of your polystyrene sheet and 12cm/5" along the other edge. Draw a line between these two points and then cut along it with your wire cutter creating a polystyrene wedge.

► COCKTAIL STICKS

Use cocktail sticks to pin and hold your polystyrene in place while the glue is drying.

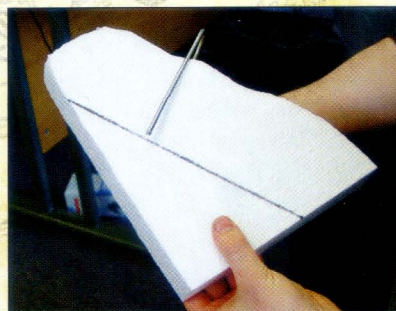
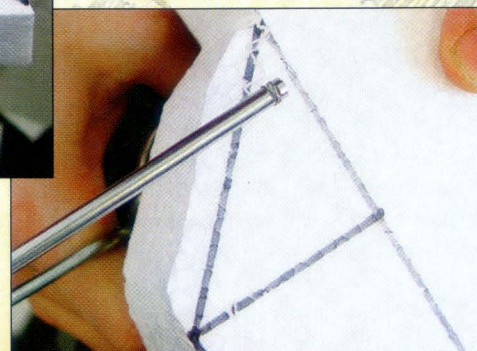


► CUTTING THE STEPS

Slowly cut a zigzag pattern to create the steps themselves.

◀ PREPARING TO CUT

When you first cut out the stairways, avoid defining the individual steps, but cut close enough to give your cutter easy access.



◀ STAIRWAY SUPPORT

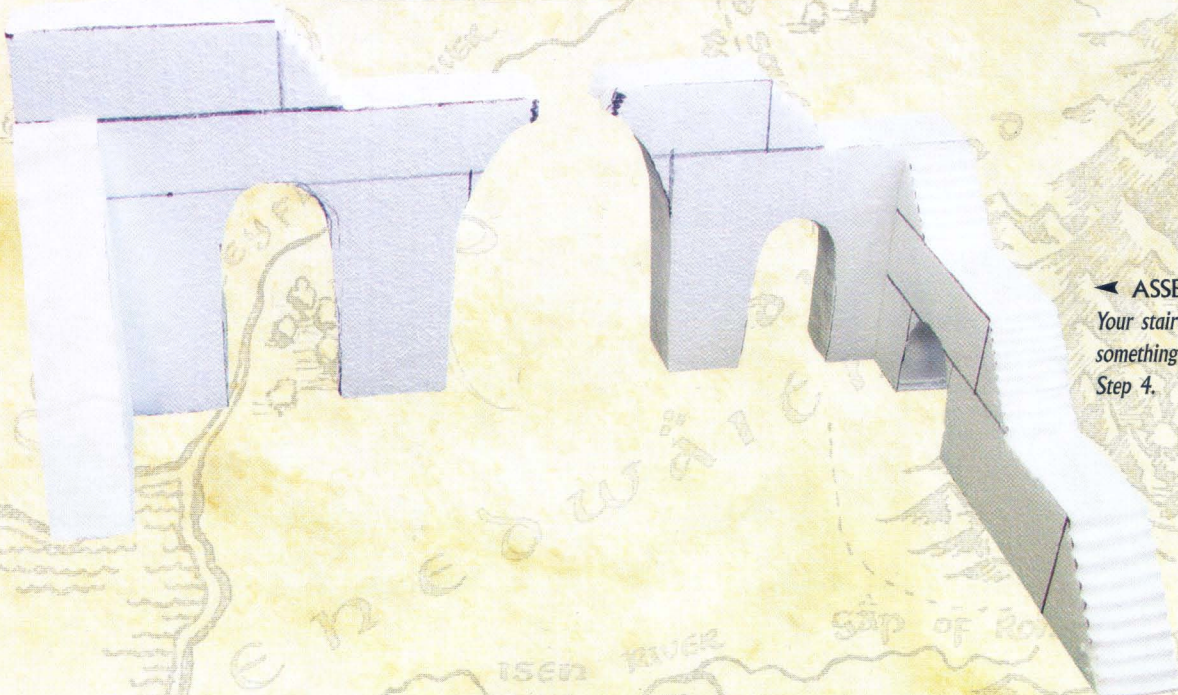
This wedge will make your stairway more stable.

4 Assembling the Stairway

Use PVA to glue the wedge onto the side of your second section as shown. To help to hold the wedge in place while the glue is drying, you can use cocktail sticks to 'pin' the two pieces together. Glue the lower section of the stairway onto the remaining half of the upper section as shown, creating a turn in the stairs.

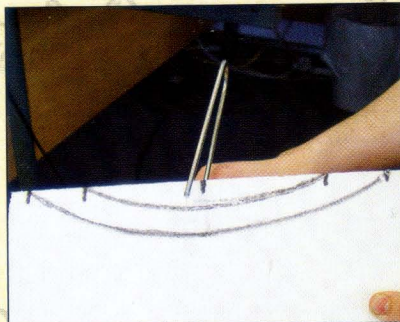
◀ ASSEMBLED STAIRWAY

Your stairway should look something like this at the end of Step 4.



5 Building the Bridge

The bridge of Khazad-dûm will be a curve cut from a polystyrene sheet. To draw the bridge onto the sheet, first mark the edge of the sheet with a felt-tip pen – this will be the centre point. Mark two more points one 10cm/4" and the other 15cm/6" away from the centre point. Repeat this on both sides of the centre point, creating a line of five marks.



◀ CUTTING THE BRIDGE

Be as careful as you can to keep the wire cutter straight while cutting the bridge out.

Draw a gentle curve joining the two innermost marks together. Then, draw another curve joining the two outermost marks. There should be a consistent gap separating the two curves of about 2cm/1". Next, cut along both curves with the hot wire cutter, leaving you with a thick curve of polystyrene to form the bridge. A card base can be glued to both ends, giving the bridge some stability. After decorating the base with some rocks, the bridge can be painted.



◀ THE BRIDGE OF KHAZAD-DÛM

An assembled and painted bridge of Khazad-Dûm.

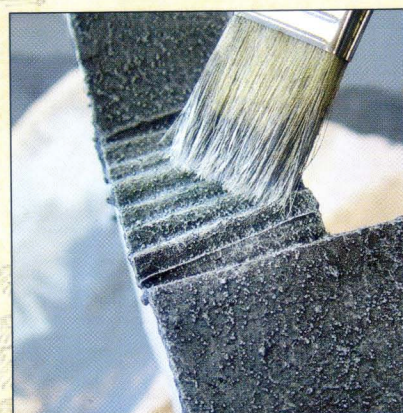
▶ TEXTURED PAINT

Some coarse textured paint gives the model an undercoat and a rough surface in one go.



▲ DRY-BRUSHING THE MODEL

If you have some paint left over from painting your Moria board, you can use that as the first dry-brush colour.



▶ DEFINED EDGES

A light dry-brush of Skull White on the very edges defines the details.

6 Painting Khazad-dûm

If you have not already painted the various sections of Khazad-dûm, then now is a good time to do so. First, give all your polystyrene sections a liberal coat of black textured paint. If your textured paint isn't black, you can undercoat the whole model with black acrylic paint once the texture has dried. The first highlights are achieved by dry-brushing the entire area with Codex Grey. Alternatively, because the area to be painted is so large, if you have any dark grey emulsion left over from painting your gaming board, you can use that. To highlight your model further, give it a second dry-brush of Fortress Grey. Apply this highlight much more lightly so that you can see the range of tones on the raised areas. Finally, dry-brush Skull White very sparingly on all the sharp edges, such as the stairs and the edges of the bridge.



7 Putting it All Together

Once all the pieces are painted, they can be placed together ready for the Battle Game. The base is laid down with one of the corner pieces from the mines of Moria placed opposite to create a chasm. Black paper could be put under the chasm to give it the impression of an endless drop if you want. The stairway is placed at the other end of the base, with the pillars from Balin's Tomb lined up in the middle. Some rubble can be added, possibly creating a fallen pillar. Finally the bridge spans the chasm.



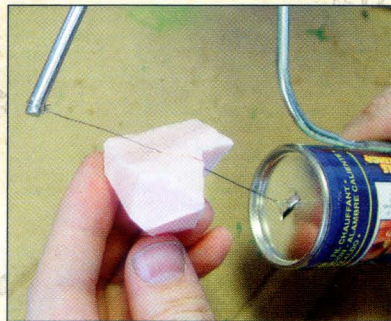
▲ FINISHED MODEL

With columns and rubble added, this board is now ready to use in your Battle Games.

Alternative Approaches

Ruined Bases

Besides using your Dwarven ruins to add character to your Moria terrain, you could also make other interesting features to really enhance your Moria gaming areas. Try creating some simple areas of rubble by making small foam card bases and adding plenty of stones, gravel and sand. Another idea is to 'recycle' techniques used in previous Packs of *Battle Games in Middle-earth*. Try adding some more ruined pillars like the one from Balin's Tomb, but attach them to smaller bases. These look great when mixed in with the intact pillars, especially on a model like Khazad-dûm. Above all, experiment with all the techniques you have learned while making your Moria terrain. The only limit is your imagination.



► BROKEN COLUMN

The same techniques as presented in Pack 21's Balin's Tomb, can be used here to make a ruined column.

◀ LARGE RUBBLE

Large chunks of fallen masonry or rubble can be cut from polystyrene.



► FALLEN RUBBLE

Rubble like this can be used in other Battle Games as areas of difficult terrain.

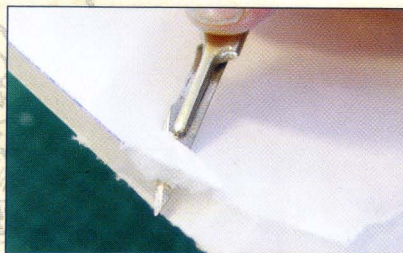


Dwarven Ruins

In this Pack, we have included a set of Dwarven ruins. This can be assembled, painted and used to add an interesting feature to any battlefield located within Moria. Here we show you a simple way to construct a ruined base.

1 The Base

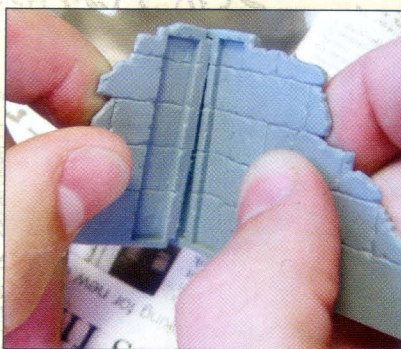
Cut out a rectangular piece of foam card, about 20cm/8" by 15cm/6". Use a sharp craft knife to pare the edges into a gentle slope, just as you did for Pack 19's lake.



◀ CUTTING THE BASE
Angling the edge of your base helps it blend in better with your battlefield.

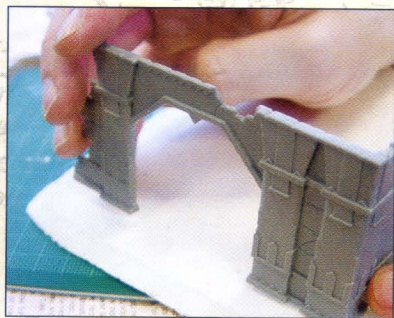
▶ ASSEMBLE THE RUINS

Use plastic glue to fix the pieces in place.



◀ FIXED TO THE BASE

Arrange the ruins on your base and glue them in place with superglue.



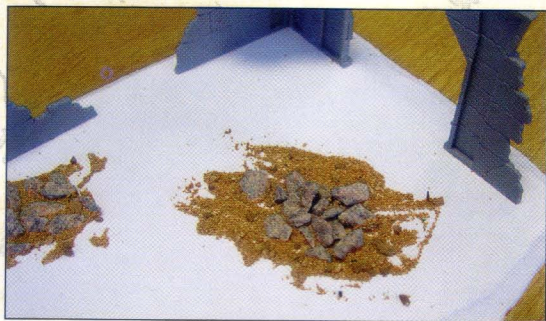
2 Assembling the Ruins

Clip your plastic ruins from the sprue, and clean them up just as you would a plastic miniature. Once prepared, the components can be stuck together with plastic glue to form the corner sections of the ruin. One of the corner pieces has been designed to take the wooden 'floor', indicating that this room once had an upper level. Glue this into place.

Once your Dwarven ruins have been assembled, use superglue to stick them to the foam card base. Be sure that no foam is exposed, or the glue will melt it. If this is the case, use PVA glue instead.

3 Adding Rubble

Once you have assembled the model, use PVA glue to add gravel, sand and sprue rubble in patches on the base. To add more interest you might like to stick down some small offcuts of balsa wood, to represent fallen support struts and timbers.



▲ EXTRA DETAIL

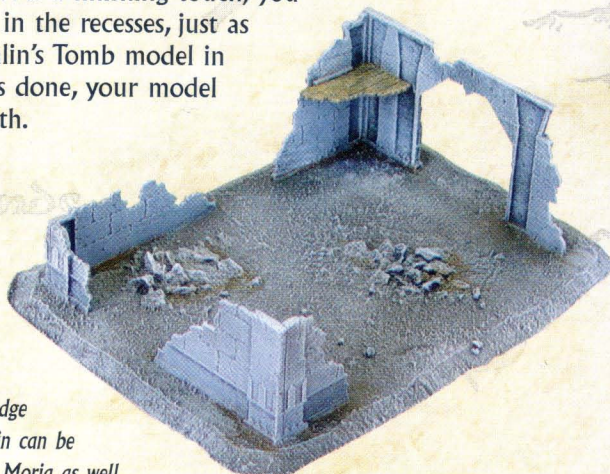
Gravel and rubble is put inside to give the model some added detail.

4 Painting the Model

First, texture the base with either sand or textured paint. Once this is done, the whole model needs to be undercoated black, and dry-brushed in progressively lighter stages in the same way as Khazad-dûm (pg 19). As a finishing touch, you can add ink washes in the recesses, just as you did on your Balin's Tomb model in Pack 21. Once this is done, your model is ready to game with.

▶ FINISHED RUIN

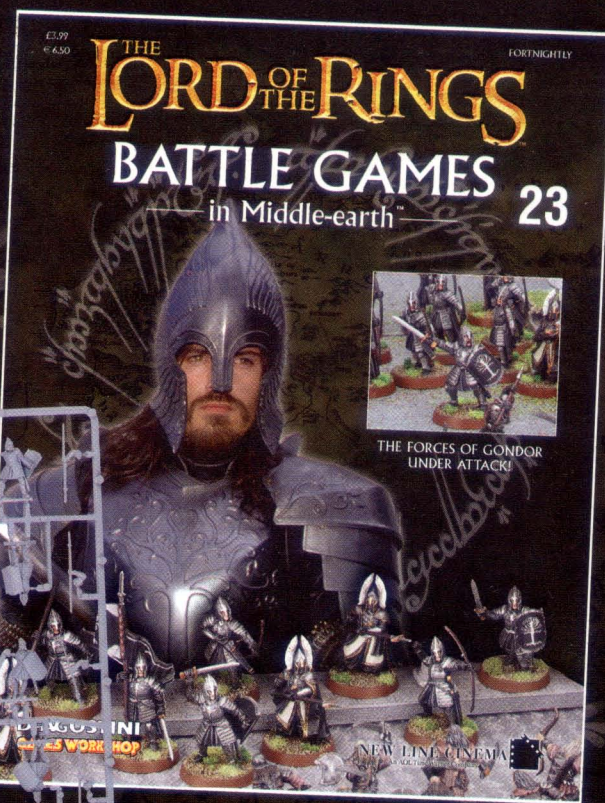
After you have finished using this model for games set in Moria, flock can be added around the edge of the base, so that the ruin can be used for games set outside Moria as well.



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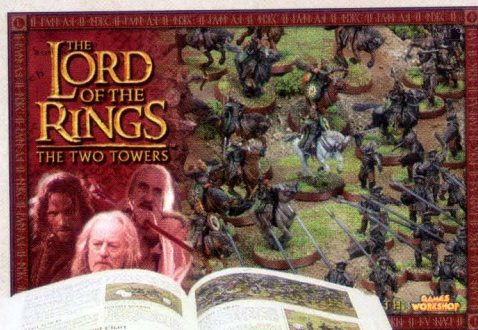
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