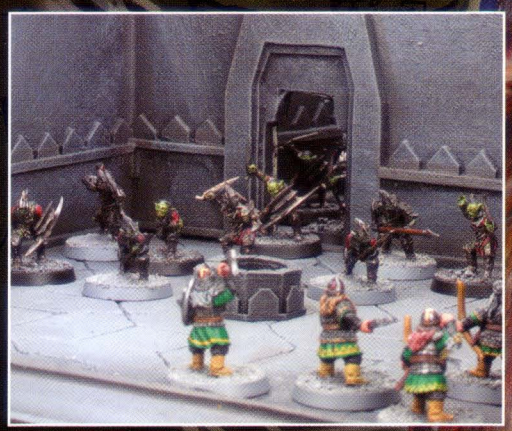
£3.99
€6.50

FORTNIGHTLY

THE LORD OF THE RINGS™

BATTLE GAMES in Middle-earth™

83



DWARVES AND GOBLINS CLASH IN MORIA!

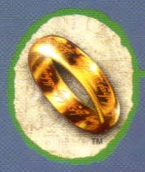
DeAGOSTINI

GAMES WORKSHOP®

NEW LINE CINEMA
A Time Warner Company

THE LORD OF THE RINGS™

BATTLE GAMES 83
in Middle-earth™



Guide to Middle-earth™ 1

Discover the mournful history of the Dwarves of Moria, and their battles against the dreaded Balrog.

Playing the Game 2–7

Presenting the full rules and points values for Dwarven armies, as well as the rules for Dwarf Battle Companies.

Battle Game 8–11

Here, we detail a number of Battle Games, in which your Dwarven Battle Companies can participate in the recapture of Moria.

Painting Workshop 12–15

Paint your Dwarf Captain miniature ready for battle in the long dark of Moria.

Modelling Workshop 16–21

Learn how to create your own set of modular Moria ruins, for use in your Battle Games.

www.the-ring.net

HOW TO CONTINUE YOUR COLLECTION
***The Lord of the Rings Battle Games in Middle-earth* is available at your newsagent. You can also obtain copies in the following ways:**

UK & REPUBLIC OF IRELAND
(Payment in £ Sterling or € in Republic of Ireland)
Customer Services: If you have any queries about *Battle Games in Middle-earth*, please telephone 0870 043 6400 or fax 0870 043 6399 (24 hours, 7 days a week).
Subscriptions: You can arrange to have your packs sent direct to your door at no extra cost (UK only; £1.00 / €2.00 p&p for Republic of Ireland). For details, telephone 0870 043 6400, fax 0870 043 6399 or go to www.deagostini.co.uk
Credit/debit card orders accepted.
Back Copies: These can be ordered from your newsagent. Alternatively, telephone 0870 043 6400, fax 0870 043 6399 or write to:
Battle Games in Middle-earth, Back Copies Department, De Agostini UK Ltd, PO Box 600, Hastings TN35 4TJ. Credit/debit card orders accepted. When ordering, please enclose:
1. Your name, address and postcode.
2. The pack number(s) and number of copies required.
3. Payment of the cover price plus 50p / €1.00 per copy p&p.
Make cheques payable to De Agostini UK Ltd.
Binders: Please telephone 0870 043 6400, or fax 0870 043 6399 (24 hours a day, 7 days a week).

AUSTRALIA
Subscriptions: Telephone (03) 9872 4000, fax (03) 9873 4988, write to: *Battle Games in Middle-earth*, Bissett, PO Box 3460, Nunawading, VIC 3131, or visit www.deagostini.com.au
Email: bissett@bissettmags.com.au
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (03) 9872 4000, or write to:
Battle Games in Middle-earth, Back Copies Department, PO Box 3460, Nunawading, VIC 3131. Please enclose payment of the cover price plus $1.65 inc. GST per pack p&h.
Back copies subject to availability
Email: bissett@bissettmags.com.au
Binders (for newsagent customers): Telephone (03) 9872 4000 or fax (03) 9873 4988.

NEW ZEALAND
Subscriptions: Telephone (09) 308 2871, fax (09) 302 7661, write to: *Battle Games in Middle-earth*, Private Bag 47-906, Ponsonby, Auckland or visit www.deagostini.com.nz
Email: subs@ndc.co.nz
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (09) 308 2871 or write to:
Battle Games in Middle-earth, Back Copies Department, Netlink Distribution Co, Private Bag 47-906, Ponsonby, Auckland. Please enclose payment of the cover price plus $1.50 per pack p&h.
Back copies subject to availability.
Binders: Please telephone (09) 308 2871

SOUTH AFRICA
Subscriptions: Telephone (011) 265 4304, fax (011) 314 2984, write to: *Battle Games in Middle-earth*, Jacklin Enterprises, Private Bag 11, Centurion 0046 or visit www.deagostini.com.za
Email (orders): subscribe@jacklin.co.za
(customer services): service@jacklin.co.za
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (011) 309 1900 or (011) 248 3500, or write to: *Battle Games in Middle-earth*, Back Copies Department, Republican News Agency, PO Box 101, Maraisburg, Gauteng 1700. Please enclose payment of the cover price plus 2 Rand per pack p&h. Back copies subject to availability

MALTA
Back Copies: These can be ordered from your newsagent.

VISIT THE DeAGOSTINI WEBSITE AT:
UK: www.deagostini.co.uk
AUS: www.deagostini.com.au
SA: www.deagostini.co.za
NZ: www.deagostini.co.nz

Visit the Games Workshop website at:
www.games-workshop.com

Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: *The Fellowship of The Ring*; *The Two Towers*; and *The Return of the King* which are © MMVI New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary trilogy *The Lord of the Rings* (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. All rights reserved. *The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of the King* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved. Brought to you by De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD.

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

ISBN 0 7489 7877 1 N83 06 03 29 Printed in Italy.

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

Studio Manager: Jes Bickham
Editorial: Mark Latham
Design: Peter Borlace & Glenn More
Content: Darron Bowley, Owen Barnes, Kenton Mills, Alessio Cavatore, Matthew Ward & Rick Priestley

No part of this product may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.

British Cataloguing-in-Publication Data:
A catalogue record for this product is available from the British Library.

Tools and materials suggested for use may be dangerous if used incorrectly and Games Workshop does not recommend them for children under 16 without adult supervision. Games Workshop are not responsible for any gaming club or event run by a third party.

DeAGOSTINI
GAMES WORKSHOP®

Visit: www.lordoftherings.net
America Online Keyword: Lord of the Rings
NEW LINE CINEMA
A Time Warner Company

Tolkien Enterprises

Aglaranna
Digitally signed by Aglaranna
DN: cn=Aglaranna, c=GB
Date: 2008.02.18 10:19:10 Z

The Long Decline

Although Dwarves are found across Middle-earth, they are a reclusive race, who shut themselves away in mountain cities. Despite their self-imposed seclusion, Dwarves – especially those dwelling in Moria – have often been beset by the servants of evil.

'We cannot get out... They are coming.'

THE BOOK OF MAZARBUL™

The ancient realm of Moria is now a dark, forbidding place, home to all manner of evil beings, but it was not always so. In times past, it was called Khazad-dûm and was the greatest of all the Dwarven cities. Its mines were rich in all manner of gems and precious metals, which brought much wealth to Moria, but this prosperity was not to last. When Sauron's fury descended on the West, the Dwarves shut themselves away, to weather the storm. Believing they were beyond the evil that was ravaging Middle-earth, they continued to delve deeper beneath their mountain home, until the fateful day that their progress unleashed a demon of ancient times – a Balrog. The creature killed many, including the King of Moria, Durin, and drove the survivors away. For years the homeless Dwarves wandered and fought many battles until, finally, they succeeded in claiming The Lonely Mountain. Not all the Dwarves were content, however, and a contingent led by Balin set out to wrest Moria from the Goblins and Trolls who now lived there. For a time, the sound of Dwarven hammers once again rang in the halls of Moria but, all too soon, the tide of Goblins and the return of the Balrog spelled doom for the Dwarves of Moria once again. In this Pack's Playing the Game, we present the profiles for Dwarves, detailing Dwarf Warriors and Khazâd Guard, as well as the renowned Dwarven Heroes, Balin and Dáin. It also includes the rules for creating a Dwarf Battle Company. In the Battle Game, Goblins and Dwarves fight for control of Moria. In the Painting Workshop, we detail a step-by-step guide to painting your Dwarf Captain miniature while, in the Modelling Workshop, we show you how to construct a modular set of Moria ruins.

◄ DWARF CAPTAIN
Many Dwarven heroes followed Balin on his quest to reclaim the lost realm of Moria.

Forces of the Dwarves

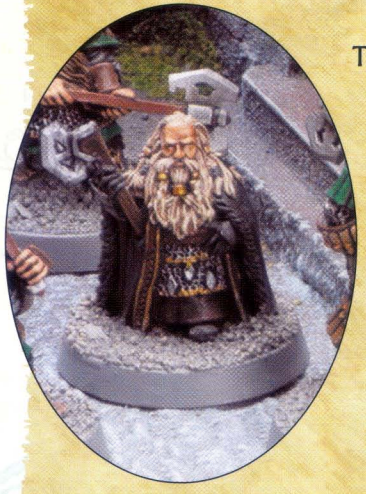
Although the Dwarves prefer to shut themselves away from the troubles of the world above, these doughty warriors have fought many battles against the forces of evil. Here, we present the rules for using Dwarves in your Battle Games.

Deep beneath the mountains of Middle-earth, the Dwarves have laboured for centuries, mining precious stones and metals. In Moria – called Khazad-dûm in the Dwarven tongue – the Dwarves delved so deeply that they unleashed a demon of shadow and flame, a Balrog. Powerless before the creature's wrath, they fled, but never forgot their once-proud home. In the ensuing years, the Dwarves tried in vain to wrest Moria back from the grip of the Goblins and Trolls that had infested it. The most successful reclamation attempt was led by Balin, son of Fundin, who drove back the evil creatures, and began to return Moria to its former glory. Balin's prosperity was short lived, however, and the return of the Balrog and an endless tide of Goblins sealed his fate.

In this Pack's Playing the Game, we present the full rules for using Dwarves in your Battle Games, along with the rules for Dwarven Battle Companies.

◄ DWARVEN FURY
Gimli prepares to avenge his fallen kinsmen in Balin's Tomb.

Dwarf King (Points Value: 75)



The scattered realms of the Dwarves are ruled over by their kings. Wise leaders in times of peace, Dwarven kings march boldly with their armies in times of War, defending their strongholds from invading Goblins and other evil creatures.

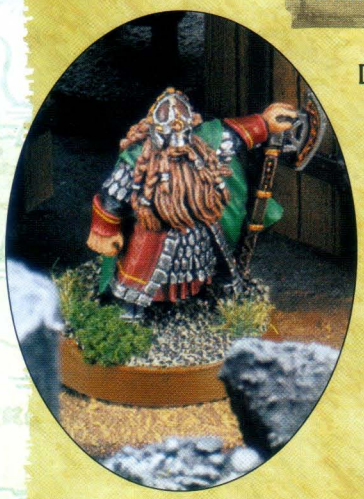
F	S	D	A	W	C	Move	M	W	F
6/4+	4	8	2	2	6	12cm/5"	2	2	1

Wargear:
Hand weapon and
Dwarven heavy armour.

Options:

Two-handed axe	5pts
Throwing axe	5pts

Dáin Ironfoot, King of Erebor, Dwarf (Points Value: 125)



Dáin Ironfoot is the King of the Dwarves who live beneath the Lonely Mountain in Erebor. Ancient even by the reckoning of Dwarves, Dáin is a mighty King who has fought many battles across Middle-earth.

F	S	D	A	W	C	Move	M	W	F
5/4+	4	9	3	3	7	12cm/5"	3	3	2

Wargear:
Mithril armour and Barazantathûl (two handed weapon).

NB. The Bonus for Dáin's Mithril armour is already included in his profile.

Special Rules:
The King Under the Mountain.
Venerable.

Barazantathûl

Dáin's two-handed axe grants him the usual +1 bonus to his rolls on the wound chart. However, it does not impose a penalty to his dice rolls when deciding who wins a fight.

The King Under the Mountain

Friendly warriors may benefit from the 'Stand Fast' special rule – described in Pack 10 – when they are within 28cm/12" of Dáin, rather than the usual 14cm/6".

Venerable

Dáin was over 250 years old during the War of The Ring, and, consequently, is less agile than he once was. Whenever Dáin makes a Climb or Jump test, he must roll two dice and choose the lowest. This roll may be adjusted with Might in the usual way.

Balin, Dwarf (Points Value: 75)

It was Balin who led the ill-fated expedition to reclaim the lost mines of Moria. His fate would remain a mystery until the Fellowship passed through Moria and discovered his tomb.

F	S	D	A	W	C	Move	M	W	F
6/4+	4	8	2	2	6	12cm/5"	3	3	1

Wargear:
Dwarven heavy armour, axe (hand weapon), a throwing axe and a two-handed axe.

Options:
Durin's Axe 20pts

Durin's Axe

This axe is an ancient and deadly weapon. Its wielder may add 1 point to his dice scores to wound an enemy. In addition, the wielder may re-roll one of his dice when determining who wins a fight, but must accept the second result.

Dwarf Captain (Points Value: 60)

Firm and resolute, Dwarf Captains have fought in countless battles. Being longer-lived than humans, Dwarf Captains amass decades of experience in the arts of war.

F	S	D	A	W	C	Move	M	W	F
5/4+	4	7	2	2	5	12cm/5"	2	1	1

Wargear:
Dwarven armour and an axe (hand weapon).

Options:

Two-handed axe	5pts
Shield	5pts
Throwing axes	5pts

Khazâd Guard (Points Value: 11)

Chosen from the strongest and most dedicated Dwarf warriors, the Khazâd Guard will lay down their own lives in defence of their Dwarven Lords.

F	S	D	A	W	C	Move	M	W	F
4/–	4	7	1	1	4	12cm/5"	-	-	-

Wargear:
Dwarven heavy armour, an axe (hand weapon) and a two-handed axe.

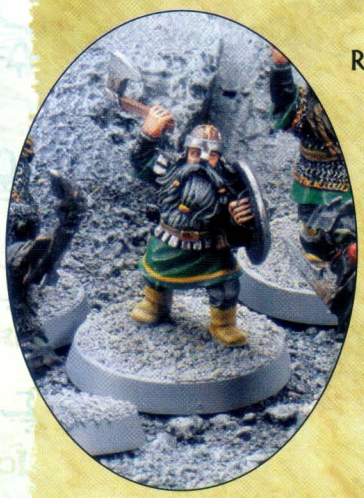
Special Rules:
Bodyguard

Bodyguard

At the beginning of the game, choose one Dwarf Hero for the Khazâd Guard to protect. While this Hero is alive, the Khazâd Guard will automatically pass any Courage test they are required to take. Should the Hero be killed or leave the table, the Khazâd Guard revert to the normal rules for Courage.

► FEARLESS
Sworn to protect Balin, the Khazâd Guard automatically pass their Courage test to charge the fearsome Balrog.

Dwarf Warrior (Points Value: 8)



Rightly feared by all creatures of evil, Dwarven Warriors, with their expertly crafted Dwarven armour and razor-sharp axes, are brave and tenacious in equal measure.

F	S	D	A	W	C	Move	M	W	F
4/4+	3	6	1	1	4	12cm/5"	-	-	-

Wargear:
Dwarven armour and an axe (hand weapon).

Options:

Two-handed axe	Free
Dwarf bow	1pt
Shield	1pt

Dwarf Bow

Dwarves are renowned throughout Middle-earth for the craftsmanship of their weapons and armour, and their bows are no exception. Despite their relatively short range, Dwarf bows are more powerful than the bows of Men.

Dwarf Bow Range Table

	Range (cm/inches)	Strength	Move Penalty
Dwarf Bow	36cm/18"	3	Half

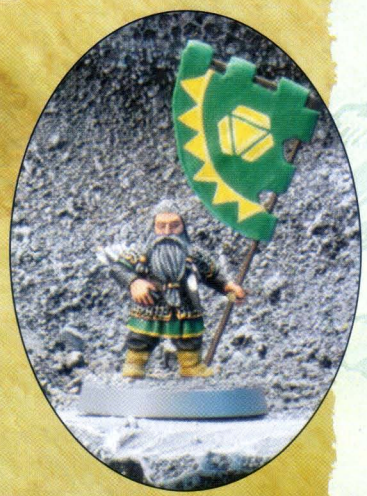
Dwarf Banner Bearer (Points Value: 38)

Dwarven banners are emblazoned with the heraldry of their clan. Like all banners, they bolster the resolve of the warriors who follow them.

F	S	D	A	W	C	Move	M	W	F
4/–	3	6	1	1	4	12cm/5"	-	-	-

Wargear:
Banner, Dwarven armour and an axe (hand weapon).

Special Rules:
Banner (see Pack 34's Playing the Game). Your force may only include as many Banner Bearers as it does Heroes.



Dwarven Companies List

Here we present the complete guide to fielding Dwarven Battle Companies, expanding on the Battle Companies rules, first presented in Pack 73.

Starting Force

A Dwarven Battle Company initially comprises seven Dwarf Warriors, two with Dwarf bows, two with two-handed axes, and three with hand weapons and shields.

Dwarf Reinforcements Table

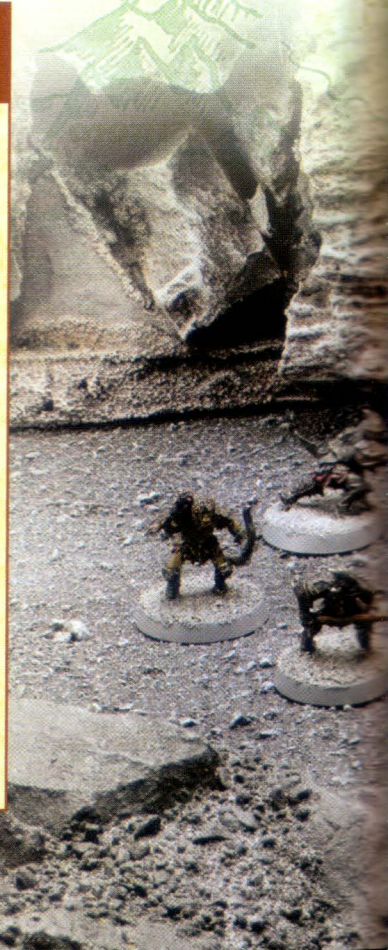
Roll one dice on the table.

Dice	Effect
1	No Reinforcements.
2	Dwarf Warrior with two-handed axe.
3	Dwarf Warrior with hand weapon and shield.
4	Dwarf Warrior with Dwarf bow.
5	Choose any of the above.
6	Khazâd Guard.

Dwarf Special Advance Table

Roll one dice on the table.

Dice	Effect
1	Roll another dice – 1-3: +1 Might, 4-6: +1 Will. Heroes may have no more than three points of each.
2	Favour of the Halls: When rolling on the Reinforcements Table, you may re-roll one dice for each Hero in your Company with this ability.
3	Blade Master: Once per turn, the Hero may re-roll one of his dice when determining who wins a fight.
4	Courageous: The Hero may re-roll all failed Courage tests.
5	Natural Resilience: The Hero may re-roll the result on the Hero Injury Table. The second result must be accepted even if it is worse.
6	The Hero gains an extra point of Might, up to a maximum of three.



Dwarven Equipment Options

Dwarf Bow:	1 Influence Point
Two Handed Weapon:	1 Influence Point
Throwing Axe:	1 Influence Point
Shield:	1 Influence Point
Dwarf Heavy Armour:	2 Influence Points

MASTER CRAFTED
Dwarven weapons are amongst the most finely crafted in all of Middle-earth.

STOIC VETERAN
The Dwarf Warrior is promoted to a Khazâd Guard.

Dwarven Promotion Chart

Warrior	Promotion
All Warriors	Khazâd Guard

Into the Depths

When Balin set out to reclaim his mountain home of Khazad–dûm, he found it much changed – infested by creatures of darkness. In this Battle Game, we present scenarios that recreate the Dwarves' attempts to cleanse Moria of evil.

In the absence of the Dwarves, the mines of Moria quickly became infested with Goblins who, despite their fear of the Balrog, made their lairs in every corner of the mines. After many years, the Dwarven Lord Balin led a quest to reclaim the mines, determined to return them to their former glory.

In this Battle Game, we present a series of special Battle Company scenarios that will allow you to explore and reclaim the shadowy realm of Moria. In these scenarios your Dwarven Battle Company must fight its way through a maze of mine tunnels and rooms to achieve its objective, which can include killing powerful monsters, recovering Dwarven artefacts or cleansing a nest of Goblins. These scenarios differ from other Battle Company games, in that one player controls a regular-sized force, while the other controls a Battle Company.

◄ DWARVEN DUNGEON
The Mines of Moria are a place of darkness and terrible danger.

The Combatants

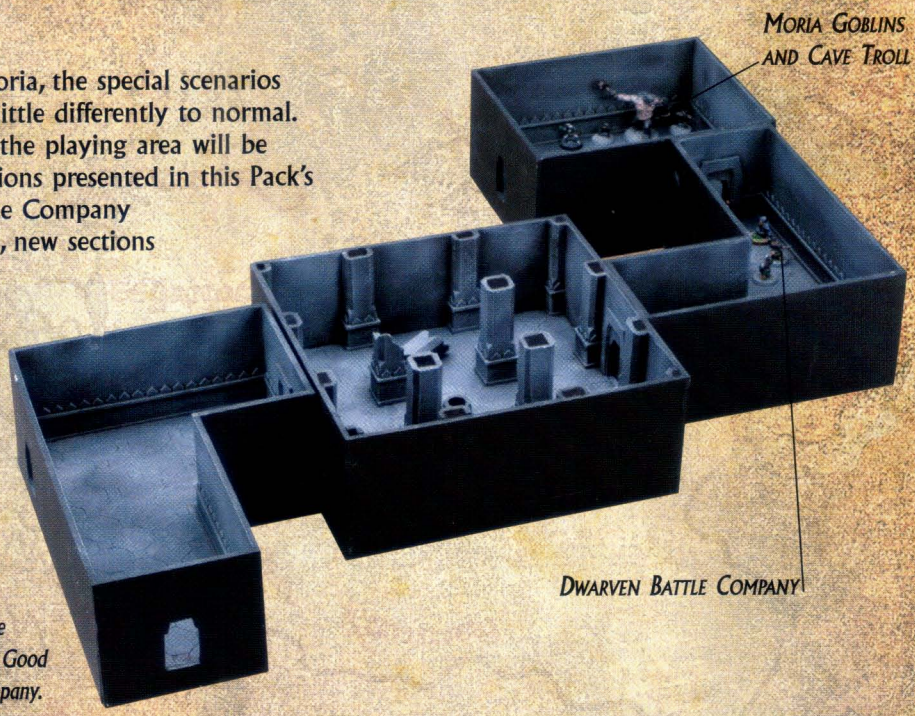
For these scenarios the Good player will need to create a Dwarven Battle Company following the rules presented in both this Pack and Pack 75's Playing the Game. He will need the Dwarf Captain miniature included with this Pack. In addition, he will need card figures of 2 Dwarf warriors with bows, 2 Dwarf warriors with two-handed axes and 2 Dwarf warriors with shields, also included with this Pack. The Evil player will need 24 Moria Goblins and the Cave Troll card figure provided in previous Packs.

▲ DWARF CAPTAIN
When Balin returned to Moria, many brave and stout–hearted Captains accompanied him.

▲ MONSTER OF MORIA
The Cave Troll is one of the many enemies the Dwarves may encounter when reclaiming their realm.

Searching the Depths

Due to the twisting, maze-like nature of Moria, the special scenarios presented in this Battle Game will work a little differently to normal. Rather than playing on a fixed battlefield, the playing area will be created using the modular Moria ruin sections presented in this Pack's Modelling Workshop. As the Dwarven Battle Company explore and fight their way through Moria, new sections of ruins will be added, expanding the battlefield. To determine how and when a new section is added, and what monsters or traps might lurk within, you should use the tables for exploring the dungeon below. This way, the Battle Company will never know what is in the darkness ahead.



➤ MORIA MAZE
In these special scenarios the playing area expands as the Good player moves his Battle Company.

Exploration Table

Dice	Effect
1-2	The Good player may select a dungeon section.
3-6	The Evil player may select a dungeon section.

Exploring the Dungeon

When the game begins, the Dwarven Battle Company will be placed on a single section of Moria ruins chosen by the Good player. To explore a new dungeon section, one of the Good player's models must end his move touching the edge of an exit. As long as the model is not in combat, then at the end of the turn randomly determine a new section of dungeon to be placed against the exit using the Exploration table. Models may then move into this new section in their turn as normal. If there is a choice as to which way the new section is placed on the table, the Evil player may choose its position.

Dungeon Events

Every time the Dwarves move into a new dungeon section, the Evil player makes a roll on the Event table to determine what is in the dungeon section. If it indicates some Goblins, then he may place them anywhere on the new section, at least 14cm/6" away from a Good model. Sometimes there will be a choice as to which Event is generated – in this case, the Evil player may choose. Once Evil models have been placed on the board they may move and fight as normal during the Evil player's turn, even moving on to other dungeon tiles already in play.

Event Table

Dice	Effect
1	Shots in the Dark! Immediately resolve a single shot from a Moria Goblin archer against each Good model. However, no Goblin models are placed.
2-5	Goblins! Place 2 Goblins with spears, 2 Goblins with hand weapons and 2 Goblins with bows on the board.
6	Cave in! The area becomes unstable and every model on the board, Good and Evil, suffers a Strength 3 hit from falling rock. No Goblins are placed.

Patrol

The halls of Moria have become a breeding ground for Goblins. The Dwarves must purge the tunnels and chambers of Moria and protect them against future incursions.

Special Scenario Rules

Ambush!

In this scenario, the Goblins are lying in wait for the Dwarven patrol. To represent this, whenever the Evil player randomly generates Goblins on the Event table he may place them into combat, rather than the normal 14cm/6" away from any Good models.

Winning the Game

- The Good player wins once he has successfully explored six dungeon sections and there are no Goblins present on any placed tiles.
- The Evil player wins if all of the Good player's Dwarves are slain.

HIDDEN FOES
A Dwarven patrol finds itself suddenly set upon by Goblin ambushers.

Recover the Artefacts

When the Dwarves were driven out of Moria, much of their wealth was left behind. Among these lost treasures were suits of finely wrought armour and weapons.

SEARCH PARTY
Rolling a 6, the Good player locates some lost weapons hidden in the well.

Special Scenario Rules

Searching the Dark

At the start of any of the Good player's turns he may declare that one or more of his Dwarves are searching the tile(s) they are in. A Dwarf that is searching cannot move, nor can he search if an enemy subsequently charges him that turn. The Good player then rolls a dice for each Dwarf that is searching. On the score of a 6, a Dwarf will discover an artefact. No more than one artefact can be recovered from each dungeon tile.

Winning the Game

- The Good player wins if he successfully finds 4 artefacts.
- The Evil player wins if all of the Good player's Dwarves are slain.

DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

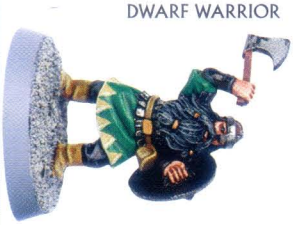
DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

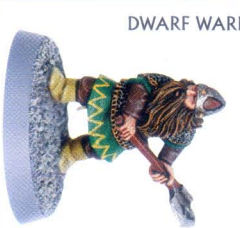


DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR



DWARF WARRIOR

DWARF WARRIOR

DWARF WARRIOR

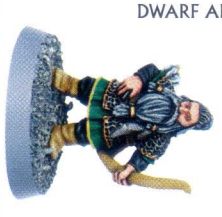
DWARF WARRIOR

DWARF ARCHER

DWARF ARCHER

DWARF ARCHER

DWARF ARCHER



DWARF ARCHER

DWARF ARCHER

DWARF ARCHER

DWARF ARCHER

GOBLIN™ DRUMMER

GOBLIN™ DRUMMER

GOBLIN™ DRUMMER

GOBLIN™ DRUMMER

GOBLIN™ DRUM

GOBLIN™ DRUM

Kill the Beast

Balin has sent forth bands of warriors to hunt down and kill deadly Cave Trolls, weakening the Goblin armies of Moria. However, they are not an easy prey to hunt.

Special Scenario Rules

Hunting the Beast

In this scenario the Dwarves must find and kill a Cave Troll. Whenever Goblins are generated on the Event table the Good player can check to see if a Cave Troll is near. Roll a dice – if this number is equal to or less than the number of dungeon sections on the board then there may be a Troll in the next section. If Goblins are generated again when the Dwarves enter this new section, then a Troll is placed on the tile instead.

Winning the Game

- The Good player wins if he kills the Cave Troll.
- The Evil player wins if all of the Good player's Dwarves are slain.

▲ UNLEASHED TROLL
The Dwarven Battle Company must hunt down and overcome the terrifying power of an enraged Cave Troll.

Alternative Approaches

Other Battle Companies

While these scenarios are designed for a starting Dwarven Battle Company, you might like to try them out with your more experienced warbands that have advanced as detailed in Pack 75's Playing the Game. However, to keep things fair it is a good idea to increase the number of enemies they encounter.

In addition to using more experienced Battle Companies, you could also try out different kinds of warbands, such as Rohan, Gondor, Mordor or even Moria. In these cases you can change the enemies to match your chosen Battle Company, so it could be Gondorians clearing the Osgiliath sewers of Orcs, Rohirrim warriors hunting Uruk-hai in the dungeons of Isengard, or even Moria Goblins defending their home against Dwarves!

'We have barred the gates... but cannot hold them for long.'

GANDALF™

◄ SEWER WAR
Warriors of Minas Tirith clash with Orcs beneath Osgiliath.

Dwarf Captain

The Dwarves are a hardy race of skilled craftsmen and stalwart warriors. Led by veteran Dwarf Captains, they fight against the evils that threaten their homelands. Here, we show you how to paint your Dwarf Captain model.

Through inspired courage and skill at arms, the Dwarf Captains have earned the respect and loyalty of those they fight beside. Veterans of many campaigns, these Captains have fought long and hard, learning the most cunning ways to defeat The Enemy through bitter experience. Their arms and armour are of solid Dwarf construction and are occasionally made from the rarest and most precious of metals – Mithril. In this Painting Workshop, we show you how to paint your new Dwarf Captain model, paying particular attention to his Mithril armour, and suggesting an alternative way to paint clan markings.

◄ CALL TO WAR
This Dwarf Captain leads his troops into combat with the vicious Goblins, to reclaim their ancestral home.

Painting Essentials

Paints Required

Chaos Black	Fortress Grey	Brown ink
Chainmail	Codex Grey	Desert Yellow
Black ink	Shining Gold	Shadow Grey
Blue ink	Flesh Wash	Scorched Brown
Mithril Silver	Burnished Gold	Scab Red
Regal Blue	Bestial Brown	Bleached Bone

1 Mithril Chainmail

Start by undercoating the whole model with Chaos Black paint. Once this is dry, Chainmail paint can be applied using the dry-brush technique to all the areas of mail on the model. Next, mix a little Black ink with some Blue ink until you have created a dark blue wash. Add some water to this so that it flows smoothly, and apply it over the chainmail. Finally, once the ink is dry, apply a light dry-brush of Mithril Silver to the very edges.

◄ *The Blue and Black ink wash gives the silver a sheen, making it look like Mithril.*

► *The blue leather complements the blue sheen on the armour.*

◄ *The tunic is also painted blue, tying in with the overall colour palette.*

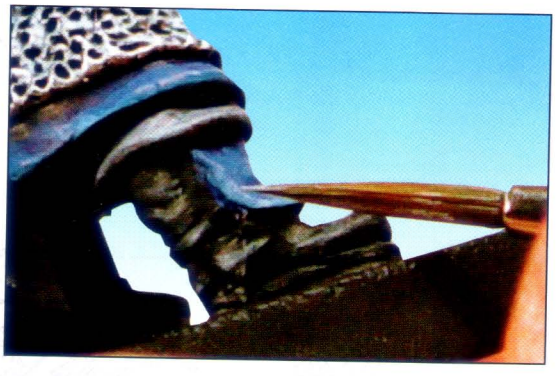
2 Leather Armour

The toughened leather armour that the Dwarf Captain wears on his torso is a deep blue colour. Create the darkest shade of this colour by mixing a little Chaos Black with some Regal Blue and then apply this onto the leather plates. At this point the Dwarf's tunic and armour cuffs can also be painted, as they are all the same colour. Next, using the blending technique, paint Regal Blue onto these areas too. Finally, add Fortress Grey to Regal Blue in increasing amounts, and apply these mixes as a series of highlight layers.

3 Leggings and Boots

The Dwarf's leggings are given a base colour of Codex Grey mixed with a little Chaos Black. Codex Grey is then blended over this before a final highlight of Fortress Grey is applied. This same technique can be used to paint the shirt showing between the Dwarf's mail armour and gauntlet. The boots are painted Chaos Black and then highlighted with Codex Grey.
Finally, the greaves on the front of the boots are painted in the same way as the blue armour shown in Step 2.

◄ *Grey is a neutral colour that ties in well with the blue.*



◄ *The greaves on the front of the boots are painted blue, just like the leather armour on the torso.*

▲ *Once the armour and clothing are painted, you can move onto painting the Captain's gauntlets, face and helmet.*

4 Gauntlets

The gauntlets the Dwarf Captain wears are painted with the same colours and techniques as his blue leather armour. Start with a base colour of a Chaos Black and Regal Blue mix. Then, highlight this with Regal Blue followed by a Regal Blue and Fortress Grey mix. Finally, the runic device on the back of the gauntlet can be painted Shining Gold, shaded with a thinned-down Flesh wash. Apply a layer of Burnished Gold to the device, before mixing Mithril Silver and Burnished Gold together for the final highlight.

◄ *Painting the runic device gold makes it stand out against the blue of the gauntlet.*

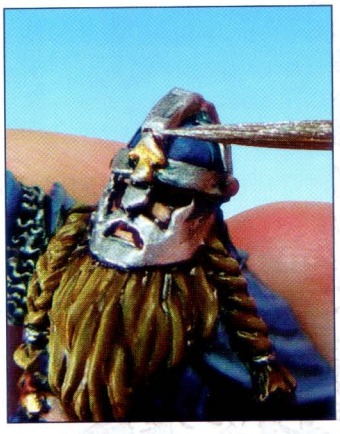
5 Face and Beard

The face showing behind the helmet's visor can be painted in the normal manner. However, you will need to use a very fine brush in order to paint between the gaps. The beard is given a base colour of Bestial Brown and then, once that dries, a wash of Brown ink is applied. Next, Bestial Brown is painted on, leaving the ink in the deepest recesses. Finally, the beard is highlighted with successively lighter layers of Bestial Brown mixed with Desert Yellow.

▲ *The Desert Yellow adds a warmer tone to the model, preventing it from looking too cold.*

6 Helmet

Once the face and beard are dry, the Captain's helmet can be painted. First, paint the metal rims using the same colours and techniques as used on the mail armour in Step 1. Next, paint the panels between the rims and hanging from the back in the same blue colour as shown in Step 2. Finally, the studs and rune around the rim are painted gold in the same way as shown in Step 4.

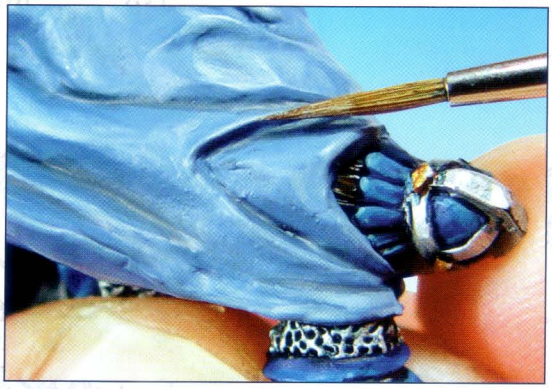


▲ *The gold motif for the runes is continued here on the Captain's helmet.*

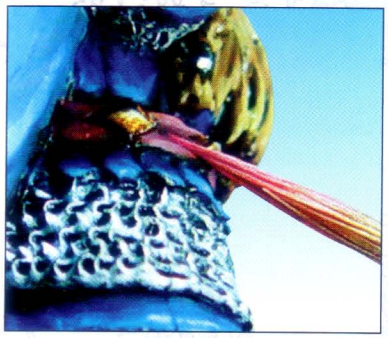
▲ *All that remains to be painted on the Dwarf Captain model are his cloak and the final details.*

7 Cloak

The main colour of the cloak will be Shadow Grey, as this tone ties in well with the blue colour scheme of the model. First, give the cloak an even coat of Shadow Grey. Next, mix a small amount of Chaos Black with Shadow Grey and water this down into a wash. Carefully apply this wash into the recesses of the cloak to create shading. Finally, mix Fortress Grey with Shadow Grey and blend this onto the cloak, in successive highlights.



◄ *To maintain the overall tone of the cloak, avoid making the shading and highlighting too extreme.*



◄ *The red of the belt contrasts well against the blue of the armour.*

8 Final Details

The belt can be painted to look like red leather. First, mix Scorched Brown, Scab Red and Chaos Black to create a dark, ruddy-brown colour, and apply this as a base coat. Next, add a little Bleached Bone to the mix and then paint this on the edges of the belt as a highlight. Finally, add some more Bleached Bone and apply as a final highlight. The detail of the belt can be painted gold, as shown in Step 4. The axe blade is painted silver as detailed in Step 6. The haft can be given more detail by painting on a leather handle using the same colours and techniques as on the belt.

► *Painting a leather handle on the axe adds an extra level of detail to the model.*

► *Once based in your usual manner, the Dwarf Captain is ready to lead his Dwarf Warriors into the depths of Moria.*

Alternative Approaches

Adding Features

The Dwarves of Middle-earth favour strong, geometric patterns, and use these often to denote personal heraldry or clan allegiance. If you want to add an extra level of detail to your model you can paint one of these designs onto the trim of the Captain's cloak. Start by painting a thick band of Chaos Black across the bottom of the cloak. Within this, carefully paint a band of Bleached Bone so that a thin line of Chaos Black can be seen at the edges. Next, using the finest brush you have and some Chaos Black, paint a series of thin lines onto the Bleached Bone, creating the pattern. It can sometimes help to test your pattern on a piece of scrap paper before applying it to your model.

◄ *This pattern was inspired by patterns from Moria architecture in* The Fellowship of The Ring *movie.*

► *Here you can see how the pattern looks when completed.*

Moria™ Ruins

The forsaken realm of Moria is a dangerous warren of twisting passageways and abandoned chambers. In this Modelling Workshop we show you how to create a set of modular corridors and rooms that can be used in your Battle Games.

Dwarves inhabited Moria for many generations before its fall, and in that time carved out an extensive underground realm. Ruined chambers of every size and function are connected by the twisting passages that spread out for miles in every direction. This maze ranges throughout the mountain, creating a dangerous world of darkened halls that is now infested with Goblins and fouler beasts. Here we will show you how to make a set of Moria ruins that, in a similar manner to Pack 25's sewers, can be arranged in a variety of ways to represent any part of Moria.

◄ ABANDONED HALLS
Balin's Dwarves have vowed to retake Moria, one chamber at a time.

You Will Need

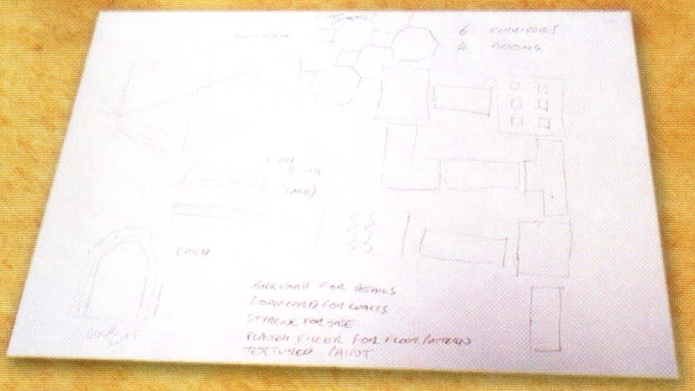
Modelling Essentials

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

- 2½ cm/1" thick polystyrene sheet
- Thick card
- Ready-mixed plaster filler
- Foam card
- Textured paint
- Chaos Black, Codex Grey, Fortress Grey and Skull White acrylic paint
- Brown ink

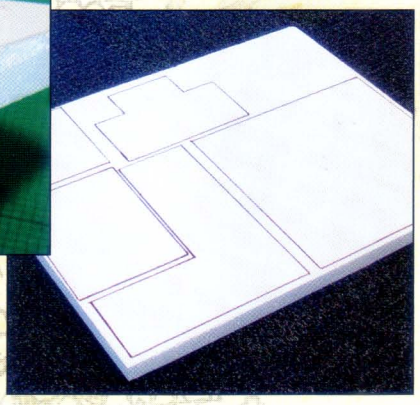
Planning

In order to play this Pack's 'Into the Depths' Battle Game, you will need a variety of corridors and rooms. Sketching out the shapes, sizes and quantities you want will help you plan the materials you will need before starting the project. Sketches can help you make decisions on the actual construction of the model, too. For example, because we want to create a chasm in one of our corridors, we know we need to raise the level of the floor in order to create the sense of depth.



▲ SKETCH PLAN
A brief sketch outlining all the different rooms and corridors you intend to make provides a guide for later construction.

▲ CARD FLOOR
The card is cut and glued so that it fits flush with the shape of the polystyrene underneath.



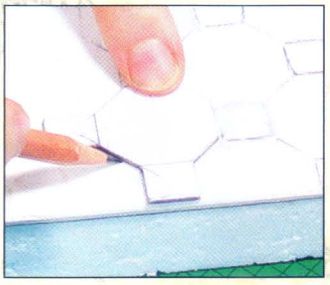
1 Making the Base

As mentioned before, the floors will be raised so that they can be cut into to create a sense of depth. In order to achieve this, the bases are made from sheets of 2½cm/1" thick styrene. Cut the floor to the desired shape with either a hot wire cutter or sharp knife. Next, a piece of thick card of the same shape is glued to the top of the styrene. The card provides a more durable surface to apply detail to than just the styrene alone.

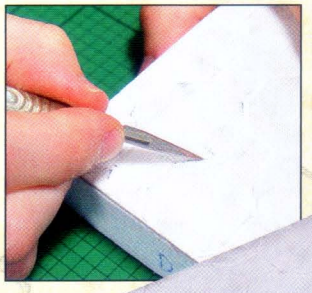
◄ DIFFERENT ROOMS
Here you can see how all the shapes can be cut from a single sheet of polystyrene.

2 Detailing the Floor

Once the basic shapes of the floors have been made, they can be detailed by giving them a tiled look. This can be achieved either by gluing textured plastic card over the top, or by spreading ready-mixed plaster filler over the surface and etching in flagstones. For more elaborate tiles, create a template out of card and draw round this with a pencil, building up the pattern. Afterwards, the pattern can be etched out with a craft knife.



▲ CARD TEMPLATE
This geometric pattern is repeated over the length of the corridor.

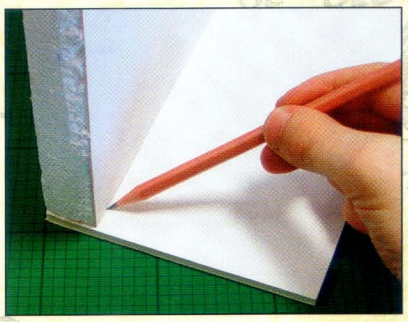


◄ ETCHING DETAIL
The pattern is etched out with a craft knife, giving the impression it is created with separate flagstones.

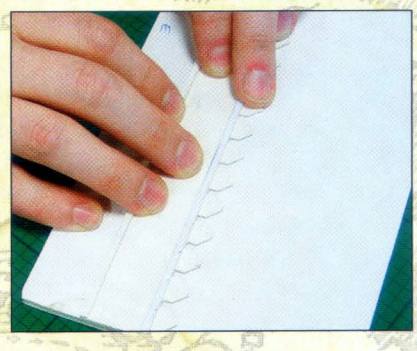
► COMPLETED TILES
Once the tile patterns have been applied to the floor you can move on to constructing the walls.

3 Detailing the Walls

Each wall is made from a piece of foam card that has been cut to a suitable height and length. Remember to account for the thickness of the base when determining the height of each foam card wall. The stylized look of Dwarf architecture can be achieved by cutting strips of card and arranging them along the walls in geometric patterns. If you do this, it is a good idea to make a template for the patterns to ensure consistency.

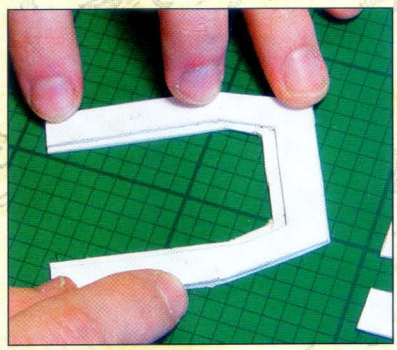


◄ HELPFUL GUIDE
To make detailing the wall easier it is a good idea to mark where the level of the floor will be.



► WALL DETAIL
Here you can see that the strip of wall detail has been placed so that it will be flush with the floor when attached.

► CARD FRAME
Using several layers of card to create the doorframe gives the impression of solid construction.

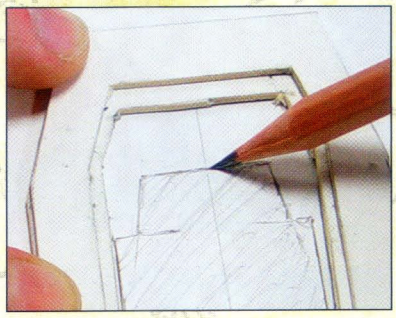


TOP TIP

Remember to account for the thickness of any card detail you put onto the walls when it comes to joining the corners. In order for them to join seamlessly, one side of the detail needs to end slightly short of the edge to accommodate meeting the detail on the other wall.

4 Creating the Doors

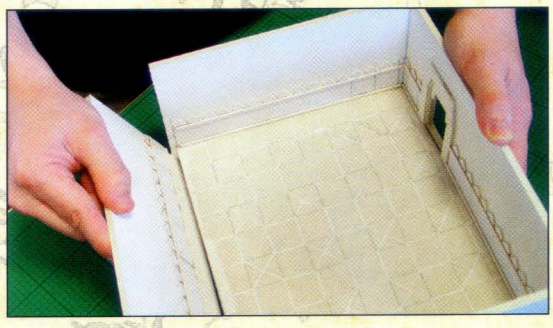
Doors are cut into the walls of the rooms and corridors before they are assembled. First, make a door frame by layering arches of card together. Next, hold this door frame in place and mark out where you want the doorway to be. This is then cut out and the door frame glued in place. It is generally a good idea for each section to have two entry or exit points, although some can be dead ends.



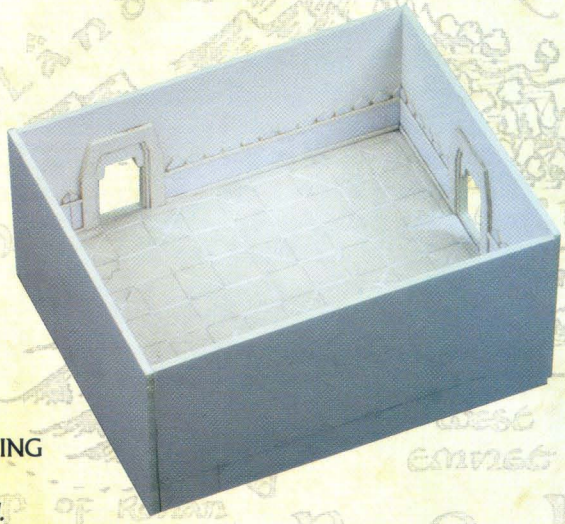
◄ MARKING THE DOOR
Marking the doorway like this ensures it will fit perfectly within the doorframe.

5 Assembling the Model

Once the detail has been added to the walls and the doorways have been completed, the whole thing can be assembled. Use PVA glue to attach the separate pieces and leave to dry.



◄ NEAT FIT
Be careful when gluing the pieces together to ensure that the fit is neat.



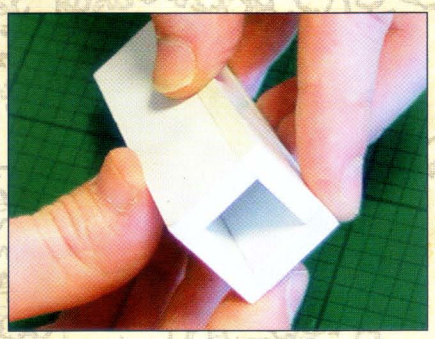
► READY FOR PAINTING
Once the model has been assembled, it can be painted.

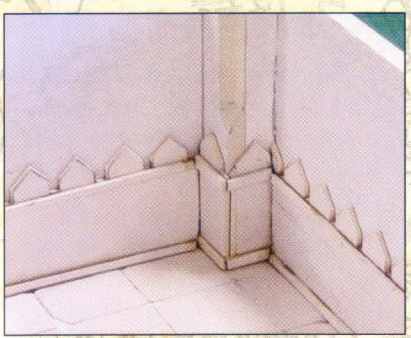
6 Painting the Model

Give each of your sections a coat of textured paint and then undercoat them with Chaos Black. When the undercoat is dry, apply a dry-brush of Codex Grey to the model. Follow this with a lighter dry-brush of Fortress Grey, and then a final, light dry-brush of Skull White. Shading can be applied by running Brown ink into the corners and crevasses.

◄ DARK CORNERS
Brown ink applied into the corners gives the model a dirty unkempt look.

► PILLAR CONSTRUCTION
The same detail that you placed on the walls can be repeated on the pillars.





◄ WALL PILLARS
By making half – or quarter – pillars, they can be placed onto the walls or in a corner.

Alternative Approaches

Stone Pillars

As an alternative, you can add supporting stone pillars to your rooms or corridors. These can be either freestanding, attached mid-way along the walls, or in the corners. The pillars are constructed from strips of foam card, glued to form an oblong 'tube'. The same detail that you applied to the walls can then be repeated along the bottom of the pillar. Finally, a sharp knife can be used to chamfer the corners.

► FINISHED PILLAR
Assembled and painted pillars can be placed in a room to add more detail.

TOP TIP

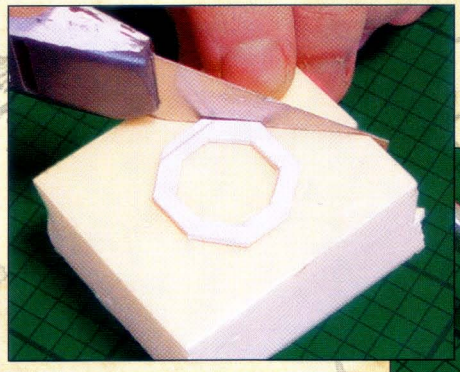
To help maintain the illusion that your board is set within the depths of a mountain, lay a large piece of black cloth over your gaming table and then paint the outside of each of your Moria sections Chaos Black. This will help frame the painted interiors, as they will stand out against the black surroundings.

Other Constructions

The previous pages have shown you how to build basic room and corridor sections. You can enhance these by adding some of the extra details shown here.

Moria Well

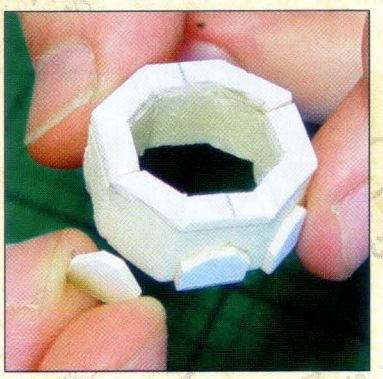
The Dwarves of Moria got their fresh drinking water from natural reservoirs deep under the mountain. Wells are dug into these to allow the Dwarves to draw the water out. To make a well, cut a hexagonal ring out of some thick card and glue this to the top of some styrene. Then, carefully cut around the outside of the ring following the lines of the hexagon. Next, cut the hexagon in half and hollow out the inside of the well before gluing the two halves back together.



◄ HEXAGONAL SHAPE
The card hexagon provides a good guide when cutting the polystyrene.

► SHAPING THE WELL
Cutting the hexagon in half makes it easier to cut out the centre of the well.

▲ FINISHED MODEL
Once painted, the well can be placed in any of your Moria rooms.

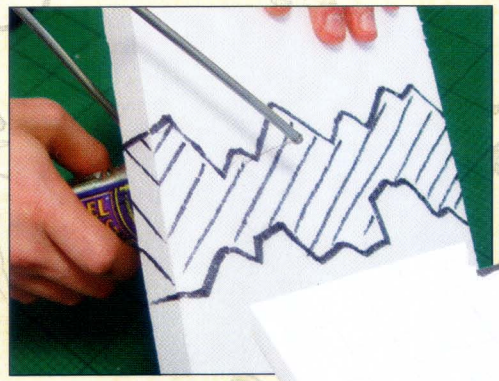


Extra detail can be added to the outside of the well by cutting shapes from a piece of thick card and gluing around the base of the model. Finally, the model can be mounted on a piece of card and then painted. Paint the model in the same way as the walls are painted, but make sure that the inside of the well is painted Chaos Black.

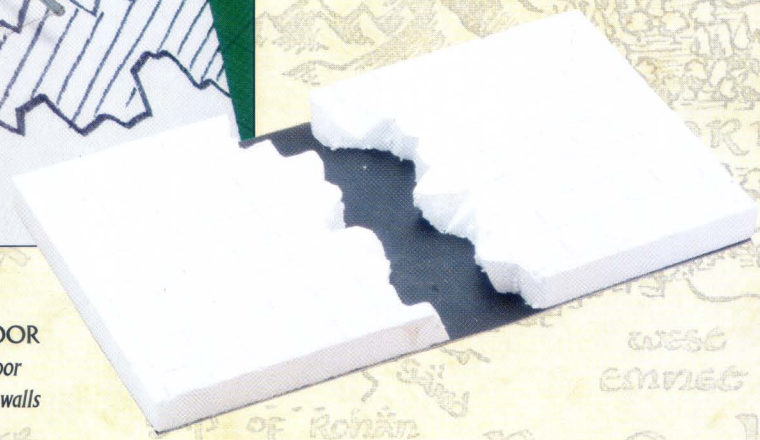
◄ DETAILING THE WELL
A repeating pattern of thick card arranged around the well adds detail to the model.

Yawning Chasm

A chasm can be made in one of your rooms by splitting the styrene across the middle in a jagged line using a hot wire cutter. The two halves of the room are then mounted on a piece of thick card in order to ensure they remain at a constant distance from each other. The tops of each side are made the same as before, with a card top and plaster filler tiles if desired.



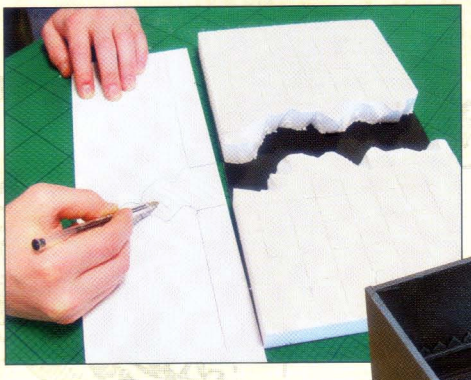
◄ CUTTING THE CHASM
It is not necessary for the two halves of the chasm to match up.



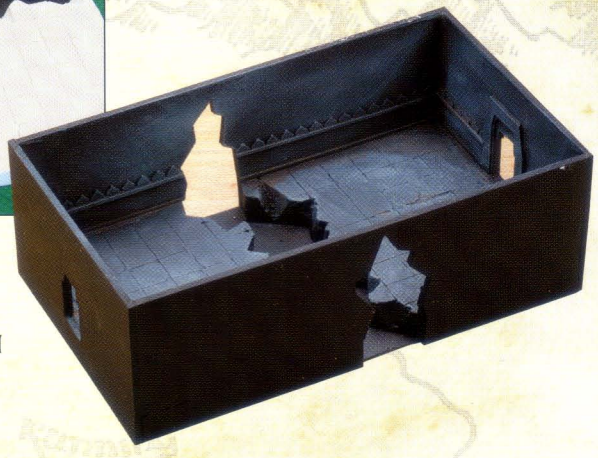
► BROKEN FLOOR
Once the chasm's floor is made, the broken walls can be constructed.

Walls

The walls for the chasm room are made in a similar way to those on a normal room. However, the chasm that rends the floor is continued up the sides of the room. A large crack is cut from the walls of the chasm, the same width as that on the chasm floor. The crack does not need to reach the ceiling. A piece of thick card is glued to the outside of the wall in order to maintain the strength of the construction. The model is then assembled, detailed and painted as normal.



◄ CUTTING THE WALLS
Use the floor section as a guide when cutting the cracks in the walls.



► CHASM ROOM
Here you can see the final chasm room assembled and painted.

► STRENGTHENING THE MODEL
The addition of a piece of card on the underside of the model will give it more durability during play.

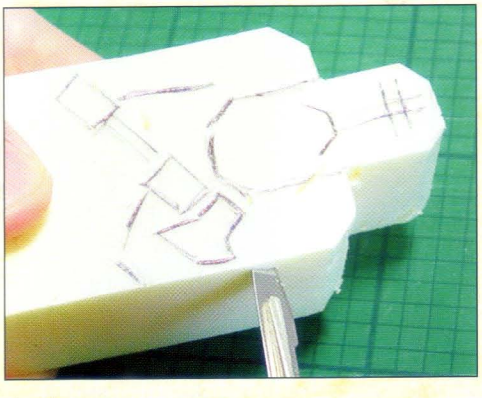
Bridge

A bridge can be made to span the chasm, if you wish. This is constructed from a single piece of styrene cut into a bridge shape with a hot wire cutter. This shape is then smoothed using sandpaper. A piece of card can be cut to size as required and glued to the underside of the bridge in order to provide more strength to the model. Finally, the model is given a coat of textured paint before it is undercoated and painted to match the rest of your Moria ruins.

◄ FINAL BRIDGE
Once painted the bridge fits in perfectly with the rest of your Moria ruins.

Dwarf Statue

The Dwarves of Moria had a great reverence for their ancestors – statues of great leaders and warriors can be found throughout the abandoned realm. These statues can also be modelled in your games. The easiest way to create one is to carve an effigy out of a block of styrene. Use a sharp craft knife and remember to keep your cuts angular, rather than rounded, to fit in with dwarf architecture.



▲ CARVED LIKENESS
Draw lines onto your polystyrene block to help when carving out your dwarf image.

▲ GREAT WARRIOR
The image depicted here is a warrior, as indicated by his axe.

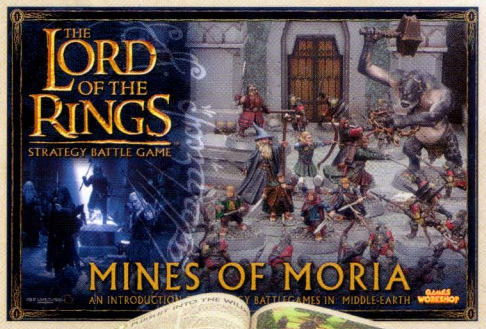
IN YOUR NEXT GAMING PACK...

Dwarves and Goblins fight to the death in Moria!

- We present the rules for Goblin Drummers and the Goblin King
- Valiant Dwarven warriors fight to drive out the Goblins infesting Moria
- Paint your Durbûrz miniature
- Build the Goblin King's lair
- PLUS: A metal Durbûrz model

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.



For more information ring 0115 91 40000 or visit: www.games-workshop.com

Models supplied with *Battle Games in Middle-earth*™ are not suitable for children under 3 years due to small parts and essential pointed components. Citadel Miniatures are fine scale models designed for gamers and collectors. Retain packaging for future reference. Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring; The Two Towers; and The Return of The King which are © MMVI New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. All rights reserved. *The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of The King* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved."

83
9 771476 616040