

£3.99  
€6.50

FORTNIGHTLY

# THE LORD OF THE RINGS

## BATTLE GAMES 84

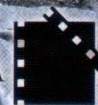
— in Middle-earth™ —



THE GOBLIN KING'S  
HORDES MARCH TO WAR!

DeAGOSTINI  
GAMES WORKSHOP

NEW LINE CINEMA  
A Time Warner Company





# THE LORD OF THE RINGS

## BATTLE GAMES 84 — in Middle-earth —



### Guide to Middle-earth™

1

Learn about the Goblin conquest of Moria and how they have made the fallen Dwarf halls their home.



### Playing the Game

2-3

Discover the rules for using the vile Goblin King, Durbûrz, in your Battle Games, as well as the terrifying Moria Goblin Drums.



### Battle Game

4-11

Follow the Dwarf expedition to reclaim Moria and see if the Dwarves can defeat the Goblin hordes that now infest their home.



### Painting Workshop

12-15

Paint your Goblin King miniature ready to drive the Dwarf intruders from his domain.



### Modelling Workshop

16-21

Build a set of Moria modular ruins for your brave Dwarf adventurers to explore.

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](http://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](http://www.deagostini.com.au)

Email: [bissett@bissettmags.com.au](mailto: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&p.

Back copies subject to availability

Email: [bissett@bissettmags.com.au](mailto: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, Ponsby, Auckland or visit [www.deagostini.com.nz](http://www.deagostini.com.nz)

Email: [subs@ndc.co.nz](mailto: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, Ponsby, Auckland. Please enclose payment of the cover price plus \$1.50 per pack p&p.

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](http://www.deagostini.com.za)

Email (orders): [subscribe@jacklin.co.za](mailto:subscribe@jacklin.co.za) (customer services): [service@jacklin.co.za](mailto: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&p. 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](http://www.deagostini.co.uk)

AUS: [www.deagostini.com.au](http://www.deagostini.com.au)

SA: [www.deagostini.co.za](http://www.deagostini.co.za)

NZ: [www.deagostini.co.nz](http://www.deagostini.co.nz)

Visit the Games Workshop website at:

[www.games-workshop.com](http://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 7882 8 N84 06 03 12 Printed in Italy.

#### Editorial and design:

Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

Studio Manager: Jes Bickham

Editor: 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](http://www.lordoftherings.net)

America Online Keyword:  
Lord of the Rings

NEW LINE CINEMA  
A Time Warner Company



Tolkien  
Enterprises







# The Invasion of Moria™

Like a plague, the Goblins of Moria have spread throughout the ancient Dwarven halls, filling every room and space with their vile presence. Only the fearful and demonic Balrog stops them from spreading further into the dark depths.

When the mighty Balrog was unleashed into Khazad-dûm, it rampaged throughout the Dwarven realm, slaying and burning all in its path. In its wake it left only ruin and death, plunging the subterranean kingdom into shadow. With the demise of the Dwarves it was not long before

Goblins from the Misty Mountains started to use the broken halls for their lairs. Over time, these detestable creatures bred and multiplied until they outnumbered even the many clans of Dwarves that once dwelt within Moria. Only the brooding presence of the Balrog kept the Goblin hordes in check, denying them complete mastery of the realm. Nevertheless, when the Dwarves returned to reclaim their ancient home, they found it filled

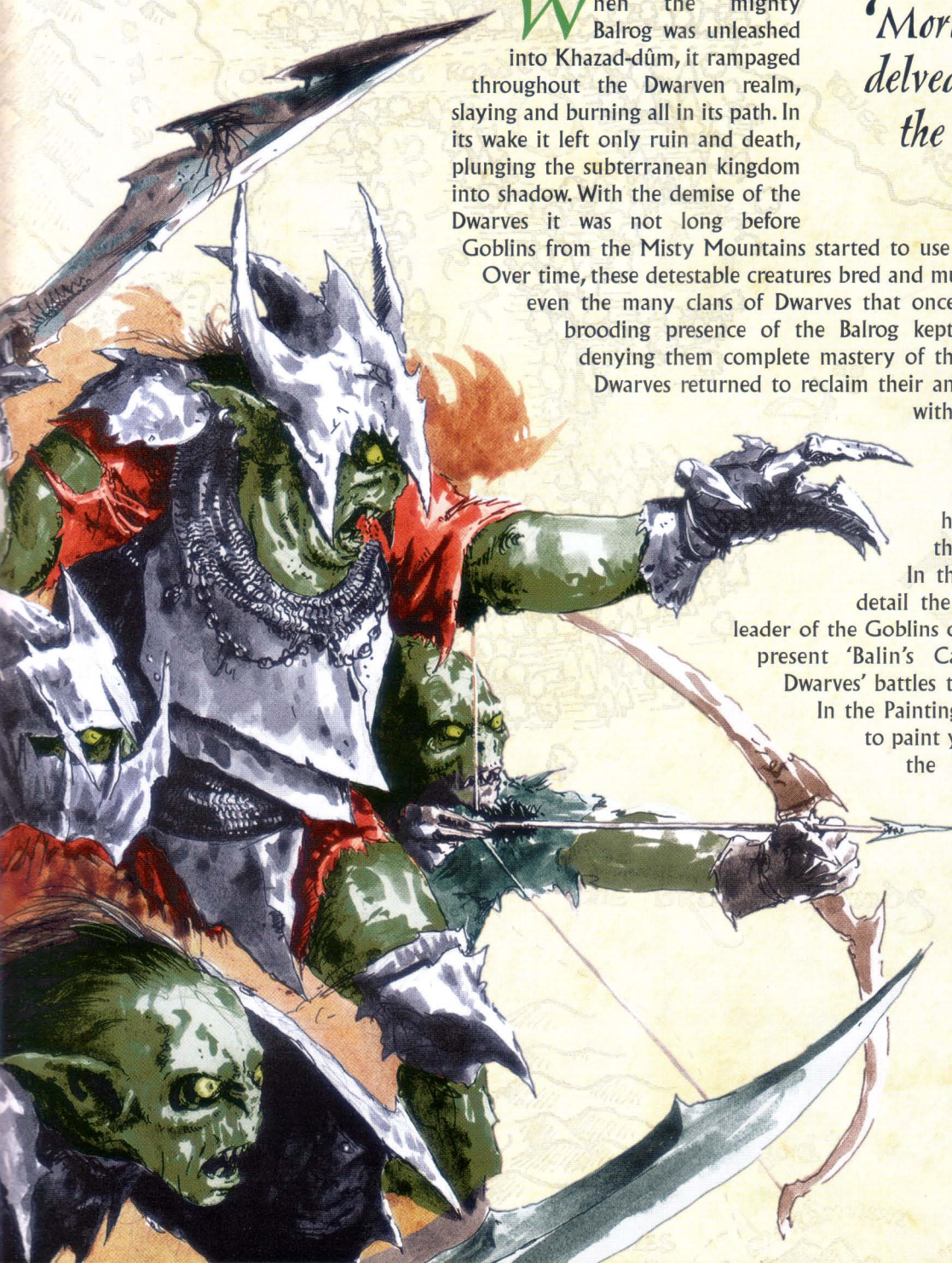
with a formidable and ferocious Goblin force, held together by cunning leaders. Against this horde, Balin and his Captains had little choice but to muster their warriors and prepare for war.

In this Pack's Playing the Game, we detail the terrible Goblin King Durbûrz, leader of the Goblins of Moria. In the Battle Game, we present 'Balin's Campaign', which follows the Dwarves' battles to reclaim their ancestral home.

In the Painting Workshop, you will learn how to paint your Durbûrz miniature, while in the Modelling Workshop you can create the Goblin King's lair.

*'Moria... too deep we delved there, and woke the nameless fear.'*

GLÓIN™ FATHER OF GIMLI™



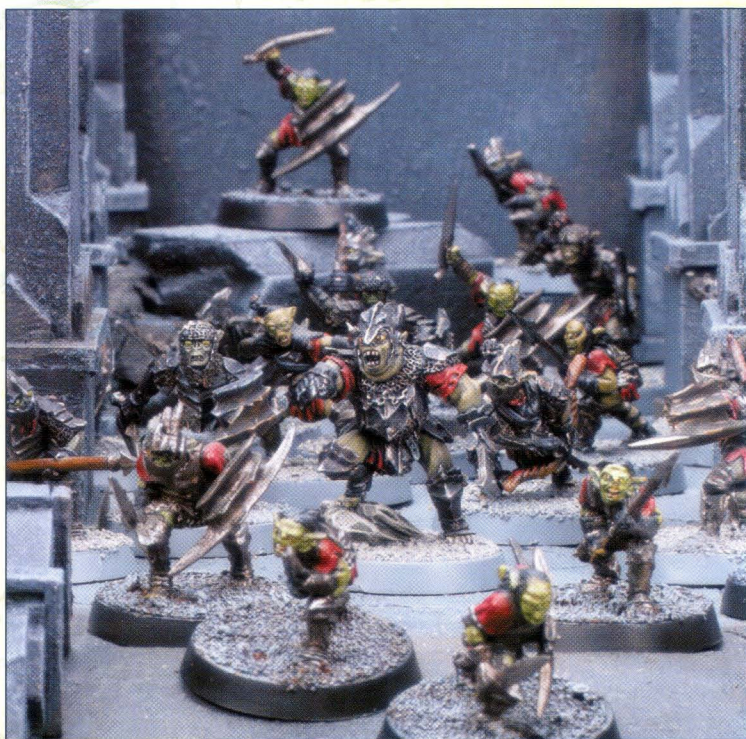
◀ ▲ KING OF THE GOBLINS  
Durbûrz is the powerful and cunning leader of the Moria Goblins.





# Drums in the Deep

The Goblins of Moria have dwelt within the ancient Dwarven halls of Khazad-dûm for countless years, making its inky darkness their home. In this *Playing the Game*, we present the profiles for the Goblin King of Moria, as well as Goblin Drums.



**S**maller and weaker than the rest of the Orc race, the Goblins of Moria are no less deadly. Accustomed to dwelling in the dark depths of their subterranean realm, they have become adept at seeing in the dark and scaling the many sheer surfaces of the mines. They have also evolved into a crude society where the strongest among them have risen to the rank of chief or shaman to lead the others. Such a leader is Durbûrz, who has proclaimed himself Goblin King, using his aggressive and evil nature to gather the Goblin denizens of Moria under his control. With shamans, chieftains and countless Goblin warriors under his command, he viciously defends his territory against any who would dare trespass.

In this *Playing the Game*, we present the rules for using Durbûrz, the Goblin King, in your games, as well as the terrifying Goblin Drums, which have the power to bolster the courage of nearby Goblins and fill their enemies with dread.

## ◀ DWELLERS IN THE DARK

*Moria is inhabited by a nation of countless black-hearted goblins.*

### Durbûrz, the Goblin King (Points value: 60)



Durbûrz rules over his dark brethren with a fist of iron, using his size and strength to intimidate and fight his way into a position of rulership. When the Dwarves returned to Moria, it was Durbûrz that mustered the Goblins to repel them.

<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	Move	<b>M</b>	<b>W</b>	<b>F</b>
4/-	4	6	2	2	4	12cm/5"	3	2	2

**Wargear:**  
Hand weapon and heavy armour

**Special Rule:**  
**Iron Fist:** Such is the fear Durbûrz inspires in his followers that the range of his 'Stand Fast' rolls is 28cm/12" rather than 14cm/6".





### Moria Goblin Drum (Points value 100)

The Goblins of Moria use massive drums to call their warriors to war, the booming sounds echoing through the tunnels and chambers of their realm, filling their foes with the impending dread of coming battle.

	F	S	D	A	W	C	Move	M	W	F
<b>Drum</b>	-/-	-	10	-	-	-	Special	-	-	-
<b>Goblin Drummers</b>	3/4+	3	4	1	1	3	12cm/5"	-	-	-

#### Wargear:

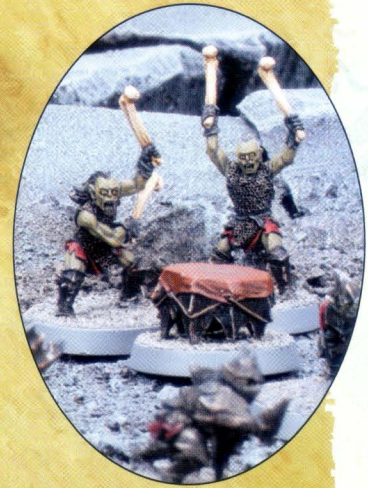
A Moria Goblin Drum consists of two Goblin Drummers and a Drum

#### Special Rules:

Heavy Burden

Drums in the Deep

Unarmed (see Pack 50's Playing the Game)



#### ► DESTROYING THE DRUM

If a Dwarf warrior spends an entire turn in contact with the drum, neither moving nor fighting, then he may destroy it.



### Heavy Burden

Goblin drums are massive instruments, carved from stone and covered with thick hides, which are difficult to move. Only drummers may carry the drum, as long as they are in base contact with it at the start of their turn, and not engaged in combat. Both drummers working together can move the drum up to 12cm/5", or half that distance if there is only one carrying it. Drummers carrying the drum cannot make Jump or Climb tests. The Good player can shoot at the drum normally, and it has Defence 10 and can suffer 3 wounds before being destroyed. If a Good model spends an entire turn in base contact with the drum, without doing anything else, then the drum is automatically destroyed.

### Drums in the Deep

The sound of Goblin drums can fill those who hear it with dread, for it heralds the coming of the Goblin hordes. In any turn that neither the drum nor drummers move, the drum may be sounded. It only takes one drummer to sound the drum, but he must be in base contact with it, and cannot be engaged in combat to do so. Sounding the drum has the following effects for that turn:

- All Moria Goblins on the Battlefield (including Heroes) add 1 to their Courage value.
- All Good models on the Battlefield reduce their Courage value by 1.
- Any fight within 42cm/18" of the drum, involving at least one Moria Goblin, counts as being affected by a Banner (see Pack 34 for the full rules on Banners).



#### ▲ EVIL CACOPHONY

The sound of the Goblin drum echoes across the battlefield, allowing all of the Evil player's fights within 42cm/18" to count as being affected by a banner.





# Balin's™ Campaign

*Though the Dwarves lost the mines of Moria for many years, they have never forgotten their birthright. In this Pack's Battle Game, we present the first half of a campaign describing the recapture of Moria.*



**T**his campaign is set during the period in Moria's bloody history when scores of Dwarves left the Misty Mountains to follow Balin, on his quest to reclaim their former home. In the early days of the conquest the Dwarves enjoyed some success – the Goblin inhabitants were initially caught off guard and easily killed or driven into the deeper regions of the mine. There was no sign of the Balrog, and all hoped it had returned to its slumber, never to reawaken.

This first half of the campaign, divided into three scenarios, which are played in order, describes the Dwarves' attempts to seek out and kill Durbûrz, the malign leader of the Goblin hordes. The final scenario of the campaign, dealing with an even greater threat to the Dwarven reoccupation, will be presented in Pack 85.

## ◀ VICIOUS RIVALRY

*Dwarves and Goblins clash deep in the heart of Moria.*

## THE COMBATANTS

### Scenario 1 - Gateway to the Goblin Realm

#### The Good player will need:

Three Khazâd Guard card figures  
13 Dwarf Warrior card figures  
Dwarf Captain

#### The Evil player will need:

24 Moria Goblins

### Scenario 2 - Rescue the Dwarf Prisoners

#### The Good player will need:

Eight Khazâd Guard card figures  
Five Dwarf Warrior card figures  
Dwarf Captain

#### The Evil player will need:

24 Moria Goblins  
Goblin Captain card figure  
Cave Troll card figure  
Eight Dwarf Warrior card figures

### Scenario 3 - Kill the Goblin King

#### The Good player will need:

Eight Khazâd Guard card figures  
12 Dwarf Warrior card figures  
Dwarf Captain

#### The Evil player will need:

24 Moria Goblins  
Goblin Captain card figure  
Cave Troll card figure  
Durbûrz the Goblin King  
Goblin Drum and Drummer card figures





## BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Dwarf Captain	5/4+	4	7	2	2	5	12cm/5"	2	1	1
Khazâd Guard	4/-	4	7	1	1	4	12cm/5"	-	-	-
Dwarf Warrior	4/4+	3	6	1	1	4	12cm/5"	-	-	-
Durbûrz	4/-	4	6	2	2	4	12cm/5"	3	2	2
Goblin Captain	3/5+	4	5	2	2	3	12cm/5"	2	1	1
Moria Goblin	2/5+	3	4	1	1	2	12cm/5"	-	-	-
Cave Troll	6/5+	6	6	3	3	3	14cm/6"	-	-	-
Goblin Drum	-/-	-	10	-	3	-	-	-	-	-
Goblin Drummer	2/-	3	4	1	1	2	12cm/5"	-	-	-

## Special Campaign Rules

### Death of a Hero

If a Hero is killed in one of the scenarios, but is listed as a participant in a subsequent scenario, he may still be able to continue in the campaign. At the end of the game in which the Hero died, roll a dice and consult the Death of a Hero table.

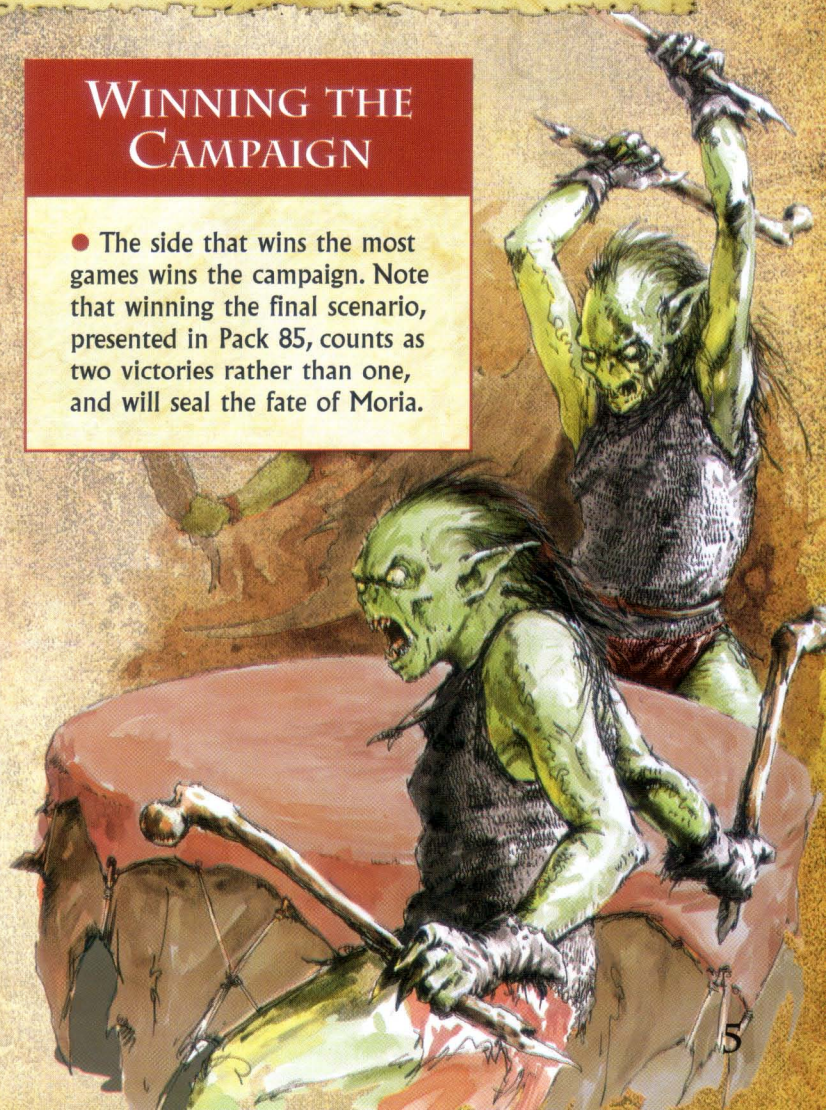
### DEATH OF A HERO

#### DICE RESULT

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

## WINNING THE CAMPAIGN

- The side that wins the most games wins the campaign. Note that winning the final scenario, presented in Pack 85, counts as two victories rather than one, and will seal the fate of Moria.





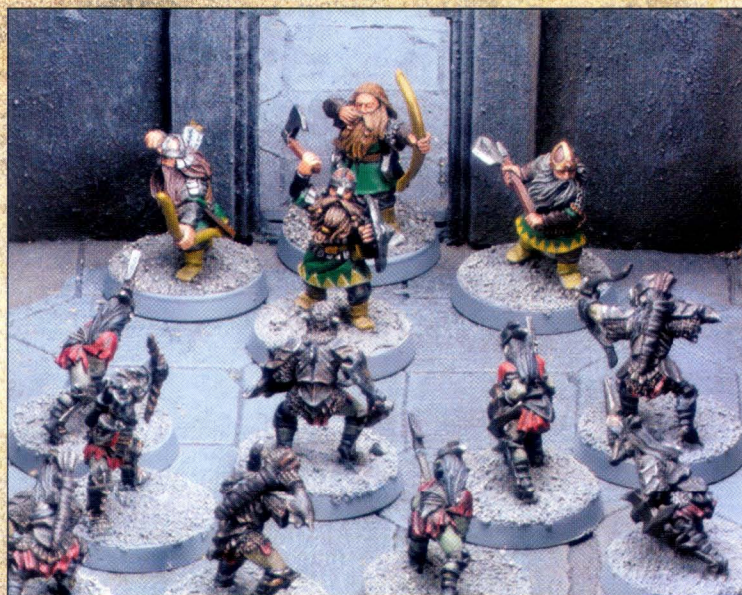


## 1 Gateway to the Goblin Realm

With the upper halls secured, parties of Dwarf Warriors have been despatched to find a route into the heart of the Goblin infested regions. No maps exist for these long-abandoned areas, and so the Dwarves must carefully pick their way through ruined halls and corridors in search of the entrance to the Goblin realm. In this scenario, not only must the Dwarves find the entrance to the Goblin lair, but they must also fight their way back to the room where they entered, so they can escape and take the news to their kinsmen.

### ► CAUTIOUS EXPLORATION

*A party of Dwarves negotiate the deep dark of Moria.*

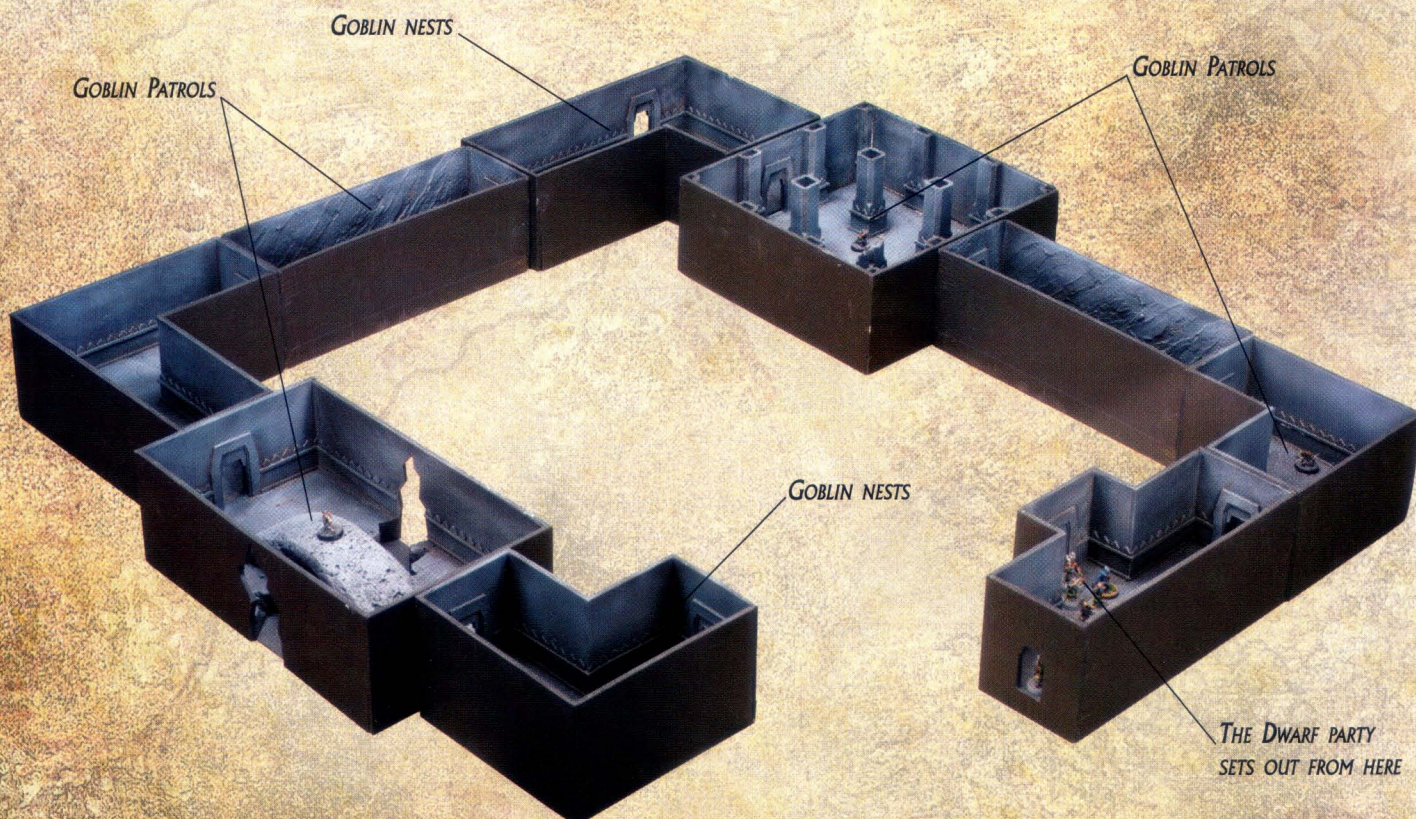


## The Gaming Area

For this game you will need at least nine rooms or corridors from your Modular Moria Ruins collection, from Pack 83. The players should take it in turns to lay out the board sections, aiming to cover a roughly square area.

## Starting Positions

The Dwarves will all start in one of the outlying board sections, chosen by the Good player. The Evil player should pick two board sections to contain Goblin Nests – detailed on the next page – and a coin or similar token can be used to mark them. The Goblins are deployed using the Goblin Patrols special scenario rule, also found on the next page.







## Special Scenario Rules

### Ruined Maze

The mines of Moria are a ruined maze of corridors and halls. Somewhere in this sprawling dungeon is the entrance to the Goblins' realm, which the Dwarves are trying to find. Whenever the Dwarves enter a board section for the first time, the Good player should roll a dice, adding one to the score for each board section they have already entered, excluding the one in which they began. If the total rolled is 9 or more, the Dwarves have found the entrance to the Goblin realm.



#### ◀ MARKING THE WAY

*A simple blob of putty can be used to remind you which board sections the Dwarves have already explored.*

#### ➤ DANGER REVEALED

*Having rolled a 4 to determine how many Goblins are in the Patrol, the Evil player places the three additional models onto the board.*

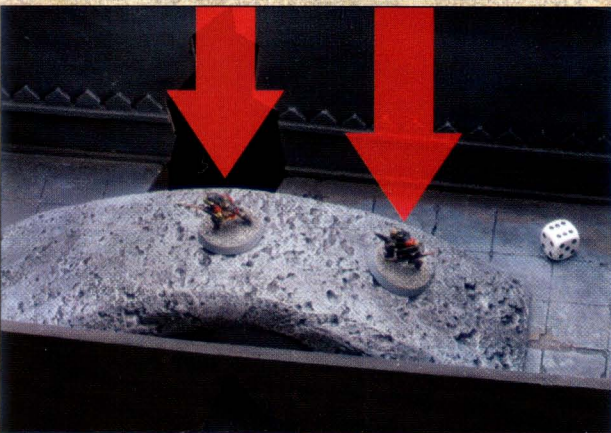


### Goblin Patrols

At the start of the game, the Evil player can place four Goblin models – representing Goblin Patrols – in any of the board sections, except for the Dwarf starting room. Goblin Patrols move around the playing area just like normal Goblins. However, they represent a group of between one and six. Whenever a Patrol moves into a board section containing a Dwarf, or vice versa, the Evil player should roll a dice to reveal how many Goblins are in the Patrol. That number of additional Goblins are now placed within 5cm/2" of the original Goblin model, and act independently, just like ordinary Goblins.

### Goblin Nests

At the start of each turn, the Evil player should roll a dice. On a score of 4 or more he may place an additional Goblin Patrol model in the middle of one of the Goblin Nest board sections, while on a roll of a 6 he may place two. The new patrols may move as normal in the Evil player's Move phase.



#### ◀ NEW PATROL

*Having rolled a 6 at the start of the turn, the Evil player may place two additional Goblin Patrols onto the board.*

## WINNING THE GAME

- If any of the Dwarves find the entrance to the Goblin realm and return to the Dwarf starting room, then the Good player will win.
- The Evil player will win the game if all of the Dwarves are killed.





## 2 Rescue the Dwarf Prisoners

After discovering the entrance to the Goblin realm, the Dwarves mounted an expedition to find their kinsmen who didn't make it back.

In this scenario, the Good player will guide a Dwarf rescue party through the ruins of Moria, searching for those survivors of previous expeditions, while the Evil player's Goblins try to stop them.

### ➤ AMBUSHED

*While searching for their lost kin, the Dwarf rescue party is ambushed by evil Goblins.*

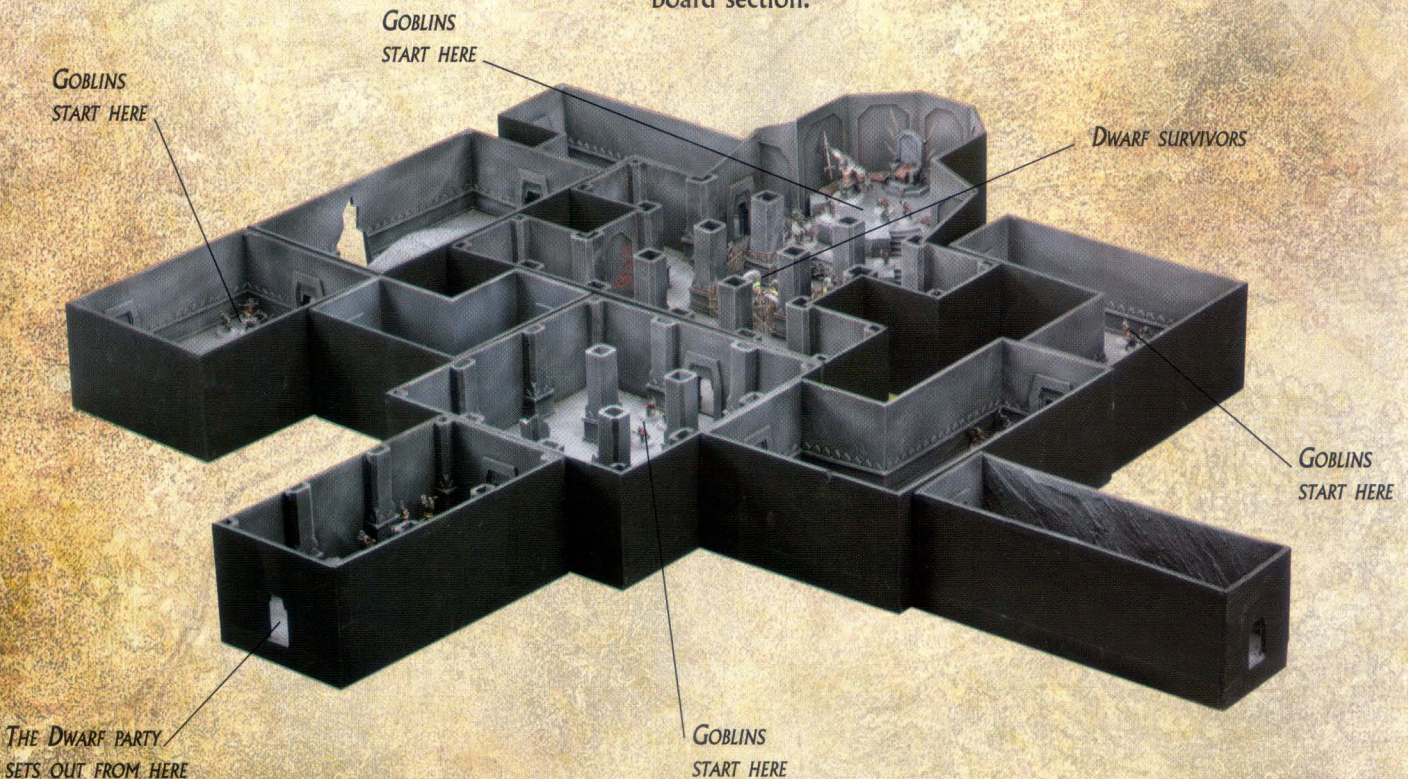


## The Gaming Area

For this game you will need all of your Modular Moria Ruins sections from Pack 83, and the Goblin King's Lair section from this Pack's Modelling Workshop. The players should take it in turns to lay out the available board sections, aiming to cover a roughly square area, with as many interconnected rooms and corridors as possible.

## Starting Positions

The Dwarf rescuers are all positioned in one of the outermost rooms, while the Dwarf prisoners along with 12 of the Goblins and the Cave Troll begin the game in the Goblin King's lair. The remaining 12 Goblins and the Goblin Captain are divided into groups of two or three models by the Evil player, before the Good player positions them onto the board. The groups may not be placed into the Goblin King's lair or the Dwarf's starting room, and each group must be placed in a different board section.



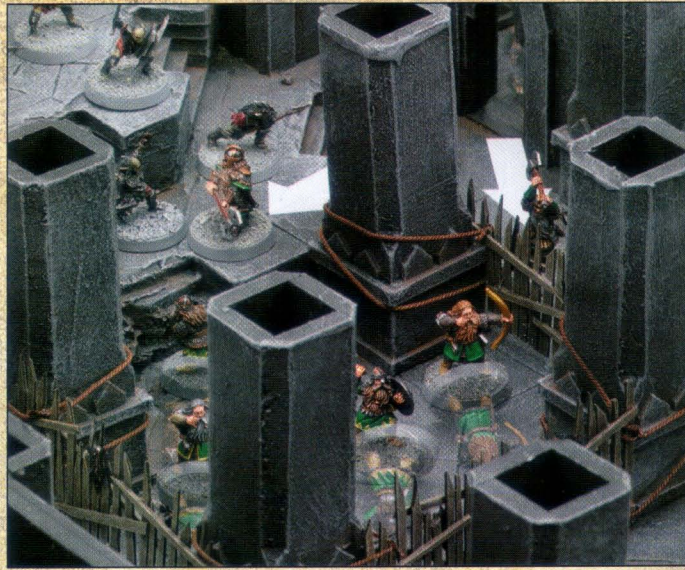




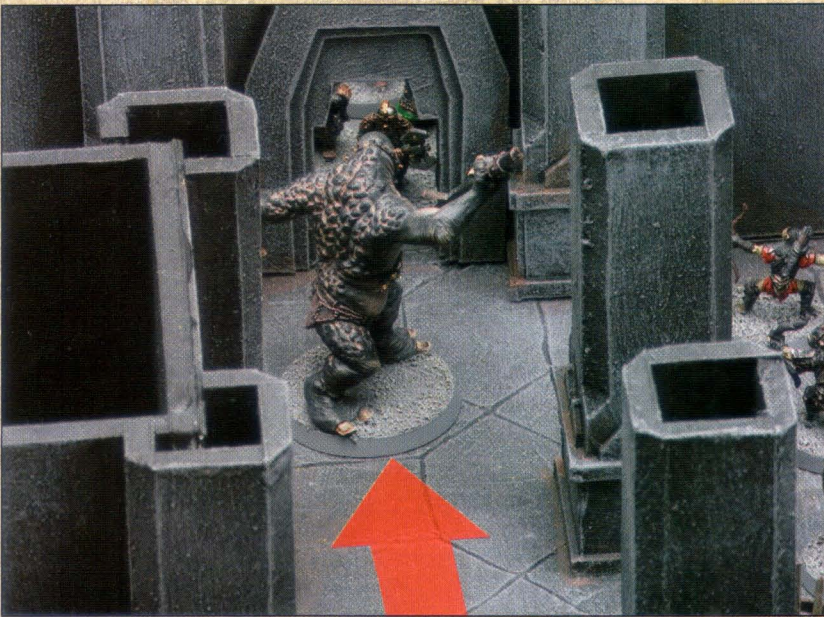
## Special Scenario Rules

### Prisoners

Having been badly beaten and thrown into the fighting pit, the prisoners have lost all hope of rescue and so may not move or attack until a member of the Dwarf rescue party enters the Goblin King's lair. The Goblins cannot attack the Dwarf prisoners until they have moved out of the fighting pit area. After the rescue party has entered the Goblin King's lair, the prisoners are free to charge into combat, although they will count as being unarmed and so must deduct 1 from all their rolls to win a Fight.



◀ **RESCUED**  
The imprisoned Dwarves can only try to escape after the rescue party has entered the Goblin King's lair.



### ▲ TETHERED

Chained up by the Goblins to guard the Dwarf prisoners, the Cave Troll is unable to leave the Goblin King's lair.

### Cave Troll Guard

During the game, all of the Evil models, apart from the Cave Troll, are free to move around the board in the usual manner. Having been tethered and set the task of guarding the Dwarf prisoners, the Cave Troll is free to move around the Goblin King's lair, but may not leave it.



## WINNING THE GAME

- The Good player will win if, at the end of any turn, there are no Evil models alive in the Goblin King's lair.
- The Evil player wins if he kills all of the Dwarf rescue party.





## BATTLE GAME

### 3 Kill the Goblin King

Balin's re-conquest of Moria is proceeding well and the Dwarves have succeeded in locating Durbûrz, the Goblin King. After hours of intense fighting, the Dwarves who spearheaded the attack have arrived at the doors to the Goblin King's Lair and are preparing themselves for the final assault. In this scenario, the Dwarves are trying to kill the Goblin King, while the Goblins must do all they can to protect him.

#### ► FINAL ATTACK

*The Dwarves desperately fight their way towards Durbûrz, the Goblin King.*

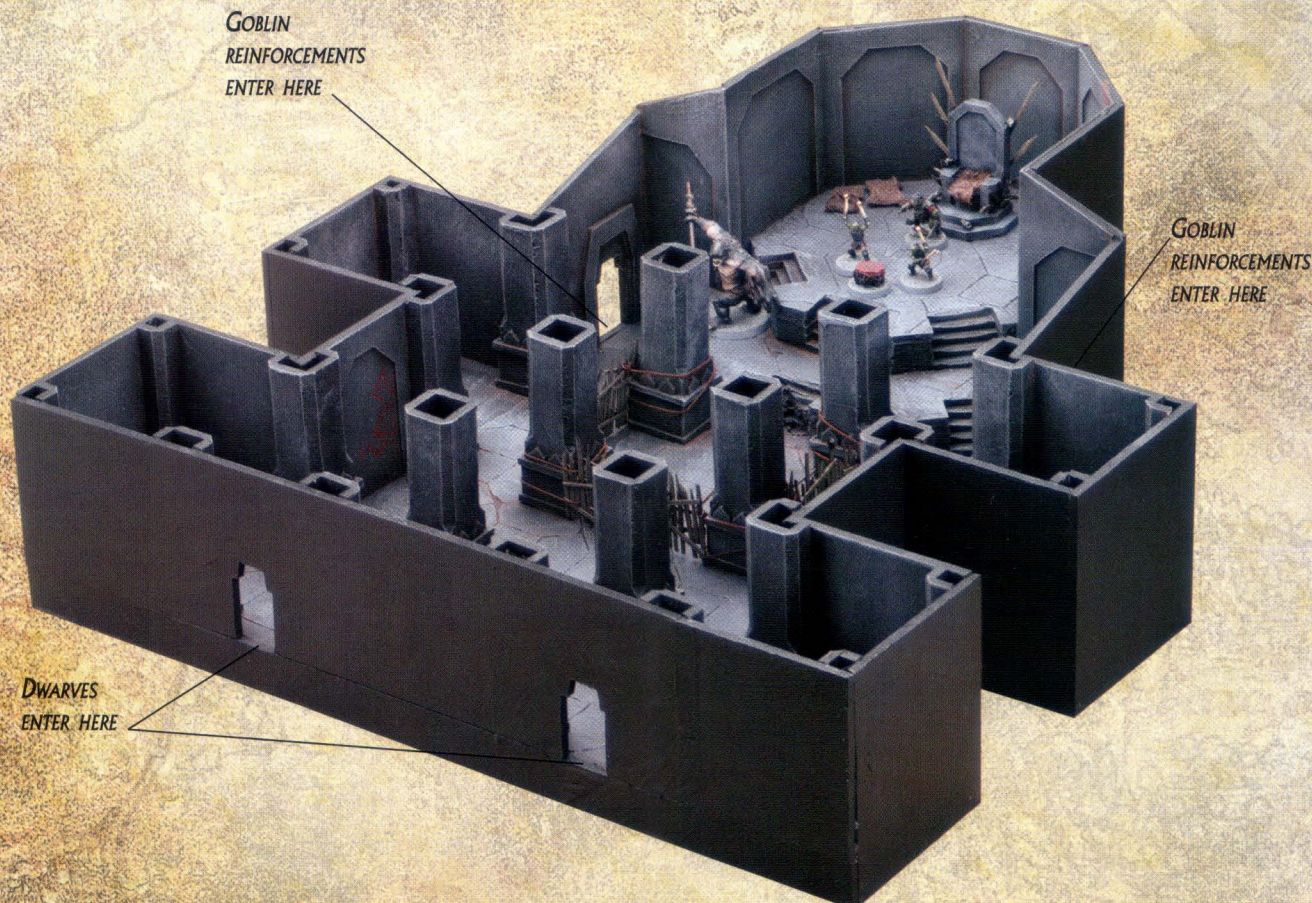


### The Gaming Area

For this game you will need the Goblin King's Lair from this Pack's Modelling Workshop.

### Starting Positions

The Dwarves will enter the board through the large main doors opposite the throne. The Goblins, Durbûrz and the Cave Troll are deployed within 20cm/10" of the throne. Goblin reinforcements will enter play through the doors at the back of the board, as shown in the diagram.



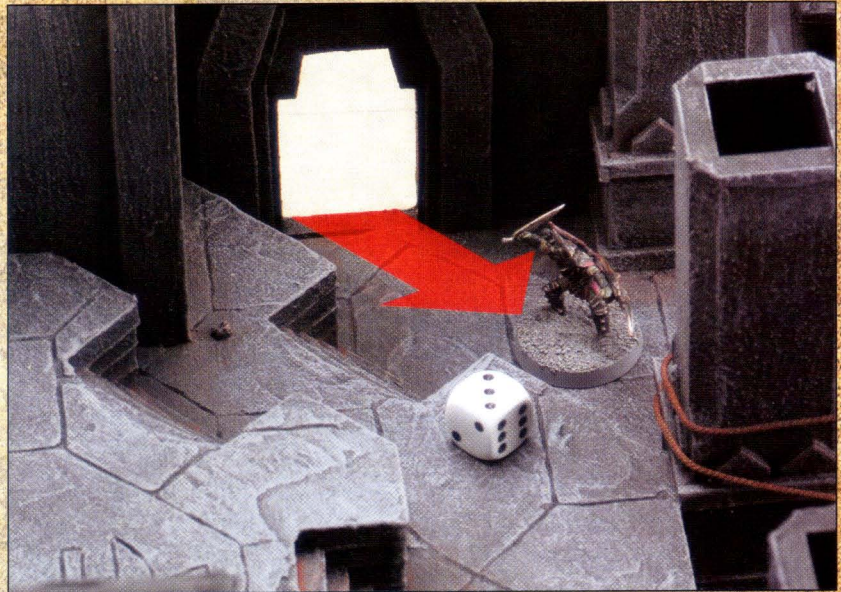




## Special Scenario Rules

### Cowardly Endless Horde

There are Goblins without number in the deep dark of Moria. However, in the face of the Dwarven incursions into their realm, not all are willing to charge headlong to their doom. Being natural cowards at heart, it is only the wrath of Durbûrz, their King, that can convince the Goblin warriors to fight on when the going gets tough. To represent this, whenever a Goblin warrior is killed, the Evil player should set it to one side. At the start of his next turn the Evil player may roll a dice for each dead Goblin. On the roll of a 3 or more the Goblin is returned to the board, moving on through one of the doors at the rear of the chamber. If the Evil player rolls a 1 or 2, then the Goblin may not return this turn, but may try to return again in subsequent turns.



#### ▲ COWARDLY

*Although two Goblins were killed in the previous turn, the Evil player only succeeds in returning one to the board.*

## WINNING THE GAME

- The Good player will win if the Dwarves succeed in killing the Goblin King.
- The Evil player wins by killing all the Dwarves before the Goblin King dies.

## NEXT PACK...

The concluding scenario of 'Balin's Campaign' sees Balin himself battling against the fury of Moria's mightiest denizen.







# The Goblin King

*Durbûrz rules the realm of Moria as its self-styled king, easily dominating the lesser Goblins with his size and power. Bellowing orders to his minions, he drives the Goblins of Moria to war. Here, we show you how to paint your Durbûrz model.*



**T**he Goblins of Moria are cowardly, unruly creatures and it takes a powerful figure to control them all as a force. Durbûrz has used his considerable size and violent nature to force the Moria Goblins to follow his will. Gorging himself on food, Durbûrz has grown larger and stronger than his minions. Valuing his own safety beyond all things, the armour Durbûrz wears is the best the Goblins of Moria are able to forge. This, together with his serrated blade, makes him a formidable adversary.

## ◀ GOBLIN FORCE

*Durbûrz leads the Goblins of Moria in an assault against the Dwarf invaders.*

## PAINTING ESSENTIALS

### PAINTS REQUIRED

CHAOS BLACK  
TIN BITZ  
BOLTGUN METAL  
CHAINMAIL  
BROWN INK  
CATACHAN GREEN  
DESERT YELLOW  
RED GORE

BLOOD RED  
BLEACHED BONE  
CODEX GREY  
SCORCHED BROWN  
SNAKEBITE LEATHER  
DARK FLESH  
VERMIN BROWN  
BLAZING ORANGE

TENTACLE PINK  
LICHE PURPLE  
BESTIAL BROWN  
BUBONIC BROWN  
VOMIT BROWN  
GOLDEN YELLOW





## RECAP

### Moria Goblins

Although this Painting Workshop focuses on painting Durbûrz, the Goblin King, you can use the techniques presented here on your regular Moria Goblins. Packs 1 and 20 included guides on painting Moria Goblins, but the techniques detailed here for flesh and armour can be applied to your earlier models quite easily, improving their look immensely.



## Painting Your Miniature

### 1 Chain Armour

Glue Durbûrz to his base before attaching both the arms to the main body with superglue. Once the glue is dry, the model can be undercoated with an even layer of Chaos Black paint. Once undercoated, dry-brush all the chain armour with Tin Bitz, followed by a dry-brush of Boltgun Metal. Next, dry-brush the edges of the armour with Chainmail paint. Finally, apply a watered-down wash of Brown ink over the chain armour.



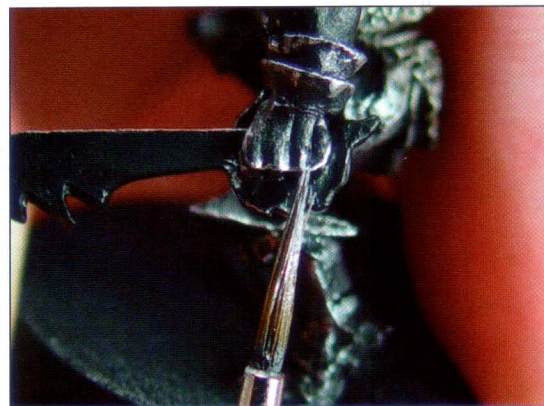
◀ The Tin Bitz base and Brown ink wash give the armour a dirty, unkempt look.

### 2 Plate Armour

The Goblins of Moria wear crude armour made from strips of old metal beaten into shape. Over time, this metal has lost its sheen and only on the very edges, where the grime has worn away, can the metal underneath be seen. To recreate this effect on Durbûrz's armour, mix a small amount of Boltgun Metal with some Chaos Black and paint this onto all the plates of armour. Loosely dry-brush Boltgun Metal across some of the sharp edges, creating the impression that the armour has been chipped. Finally, small amounts of Tin Bitz can be dry-brushed haphazardly onto the armour to signify rust.



▲ Small dabs of dry-brushed Tin Bitz, spread intermittently around the armour, creates the impression that it is falling victim to rust.



▲ The dry-brushing along the edges does not need to be too neat, as it is meant to represent years of knocks and scratches.

➤ Once the armour has been painted you can move on to painting Durbûrz's skin and clothes.







## 3 Goblin Skin

Durbûrz's skin has a distinctive green hue that is shared by many of his Goblin kin. First, paint an even coat of Catachan Green over all the areas of flesh showing on the model. Next, mix a small amount of Desert Yellow with the Catachan Green and apply as the first layer of highlights, using the blending technique. Continue adding more Desert Yellow to the mix for each successive highlight layer. Stop highlighting when you have achieved a suitably sickly, yellow skin tone.



► The Desert Yellow paint used as a highlight gives the Catachan Green skin a sickly yellow caste.

◀ Leaving the deepest recesses Catachan Green gives the impression of natural shading.



## 4 Red Cloth

The red tunic Durbûrz wears under his armour is given a base coat of Red Gore. The Red Gore is then mixed with Blood Red for the first layer of highlights. Add a small amount of Bleached Bone to the mix for the final highlight. Be careful not to make the highlights too bright on this model, as you want it to look like it has been living in the dusty ruins of Moria for some time.

◀ A small amount of Bleached Bone lightens the red sufficiently, without making it too bright.



▲ The Brown ink wash gives the hair a dirty appearance.

## 5 Dark Hair

Durbûrz's hair is a lank and dirty black colour. First, paint the hair Chaos Black. Mix Codex Grey with Chaos Black and dry-brush this onto the hair. Next, lightly dry-brush Codex Grey over the top. Finally, apply a thin wash of Brown ink to give the hair a dirty grey look.



▲ All that remain to be painted are the details of the leather, the weapon and the face.



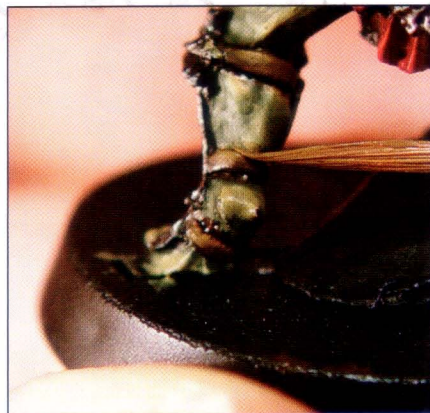


## 6 Worn Leather

The leather straps, belts and gloves that Durbûrz wears are all given a basecoat of Scorched Brown. This is highlighted using the blending technique by adding more and more Snakebite Leather paint to the Scorched Brown. Once you have completed your highlights, a thin wash of Brown ink can be applied to prevent the highlights from looking too bright.

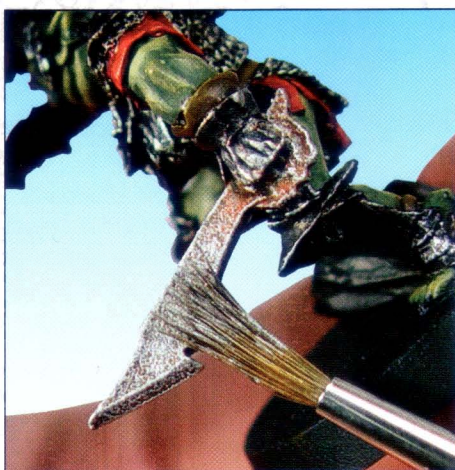


◀ The gloves are painted to look like brown leather so that you can clearly see the metal plating on them.



► The straps that hold Durbûrz's leg armour on are also painted to look like brown leather.

► After creating the rust effect, dry-brush the blade with metallic paint.



## 7 Rusty Sword

The Goblins of Moria rarely look after their weapons and equipment, and Durbûrz is no exception. His weapon is beginning to rust from prolonged exposure to the blood of his victims. This means that his weapon is pitted with a brownny-orange residue in the deep recesses. To paint this, start by applying a Dark Flesh base colour to the weapon. Next, stipple Vermin Brown over the top, then stipple a small amount of Blazing Orange over the top of that. Finally, the sword can be dry-brushed with Boltgun Metal, followed by a lighter dry-brush of Chainmail.

## 8 Teeth and Eyes

The Durbûrz model is sculpted as if he is yelling orders to his minions. As such, his tongue can be seen inside his mouth. This is painted with a mix of Tentacle Pink and Liche Purple. The teeth and claws are first painted with Bestial Brown, followed by a layer of Bubonic Brown, before applying a final highlight of Bleached Bone. Durbûrz's eyes are first given a coat of Vomit Brown and are then highlighted with Golden Yellow. Finally, carefully paint the pupils with Chaos Black.



▲ The eyes on this model are large enough to apply some shading to.



▲ Try to paint the pupil as a cat-like slit if you can.



▲ Finally, the stone at Durbûrz's feet is painted to look like rock, before the base is finished off in the usual manner.





# Goblin King's Lair

*The Goblins have taken over every inch of the once-proud realm of Moria, and Durbûrz has taken one of its ancient halls as his throne room, corrupting it for his own ends. Here we show you how to model the Goblin King's lair.*



**T**he Dwarves of Moria built grand halls and towering chambers in the city of Khazad-dûm. They lived in these for centuries, with a succession of Dwarf kings ruling from these elaborate throne rooms. When Khazad-dûm finally fell to the terrible denizens of the deep below, these chambers were reluctantly abandoned and quickly fell into ruin. Over time, Goblins from the Misty Mountains slowly crept into Moria, occupying these cavernous rooms. Durbûrz the Goblin chieftain has claimed one of these ancient throne rooms as his own lair.

Building upon the techniques shown in last Pack's Modelling Workshop, we show you how to create a Dwarven throne room that has been debased and is now used as Durbûrz's lair.

## ◀ DRIVE BACK THE INVADERS

*Durbûrz orders his Goblin minions to defend his lair.*

## YOU WILL NEED

### Modelling Essentials

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

2½CM/1" THICK  
STYRENE SHEET  
FOAM CARD  
PROTRACTOR  
READY-MIXED  
PLASTER FILLER  
THICK CARD

BALSA WOOD  
TEXTURED PAINT  
STRING  
COCKTAIL STICKS  
PLASTIC CARD  
SYNTHETIC FUR FABRIC  
CHAOS BLACK,  
CODEX GREY,  
FORTRESS GREY,

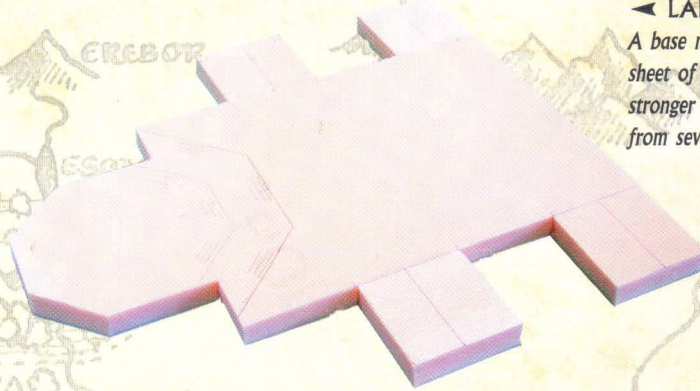
SKULL WHITE,  
RED GORE,  
GRAVEYARD EARTH,  
KOMMANDO KHAKI,  
BOLTGUN METAL,  
CHAINMAIL AND  
BLOOD RED  
ACRYLIC PAINTS  
BROWN INK





## 1 Making the Base

The base of the lair is made using the same techniques as shown in Pack 83's Modelling Workshop. Cut the shape from a single piece of styrene if you can. Alternatively, several smaller pieces can be glued together to form the final shape. One end of the chamber will have an octagonal dais. In order to get this to fit, you may wish to cut that particular part of the base after the dais has been made in Step 2.



### ◀ LARGE BASE

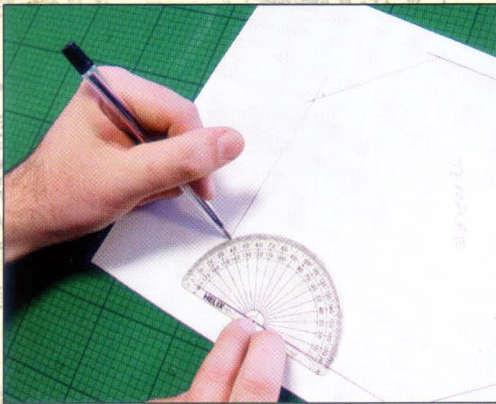
A base made from a single sheet of styrene will be stronger than one made from several pieces.

## 2 Creating the Dais

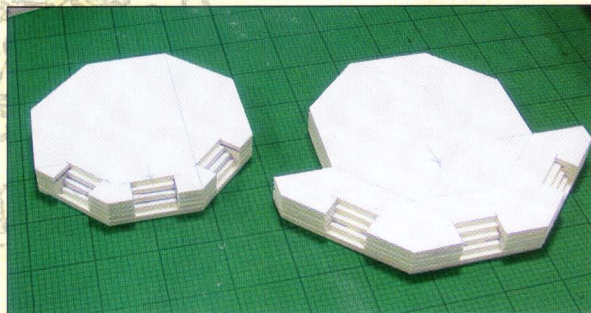
An octagonal dais can be made at one end of the chamber. The dais is made by layering sheets of foam card to make a tier and then layering the tiers to create a step effect. It is easier to make the dais from the top level down. The first tier is made from five foam card octagons, with each side measuring about 7½cm/3" long. As a useful guide, the interior angles of an octagon are always 135 degrees – measure these with a protractor to make the shape more accurate. Cut the resulting octagon out and use it as a template to create the other octagons you need.

### ➤ OCTAGON CREATION

A protractor can be a useful tool for creating accurate angles.



Individual steps are then cut into each foam card layer. Once you have created the first tier, you can use it as a guide to create the bottom tier. Begin by marking out an octagon the same dimensions as the first. Extend the front three sides by around 5cm/2", as shown, and mark out more steps on these edges. Finally, cut out the shape and create four more the same. Layer these shapes to create the dais, and fit them onto the styrene base. Finally, the floor can be coated with plaster filler and etched with a pattern as shown in Pack 83.

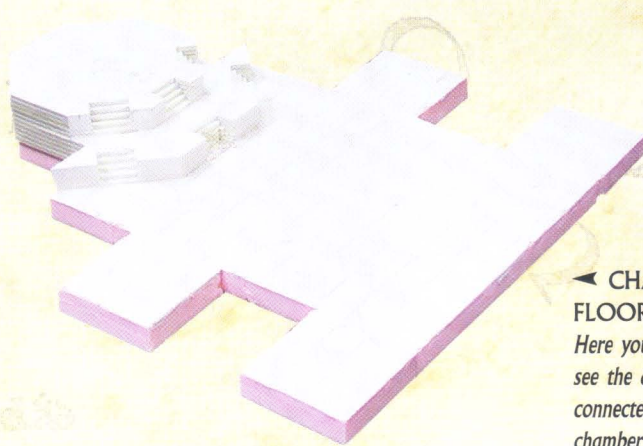


### ◀ TWO TIERS

The raised dais at the end of the throne room is created from layers of foam card.

### ➤ ETCHING THE FLOOR

To make the throne room look particularly important, you can etch an elaborate design onto the chamber's floor.



### ◀ CHAMBER FLOOR

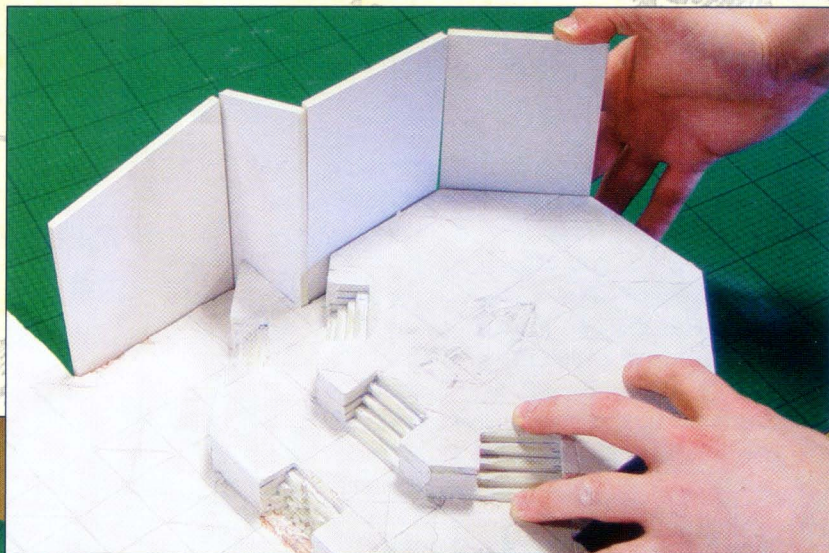
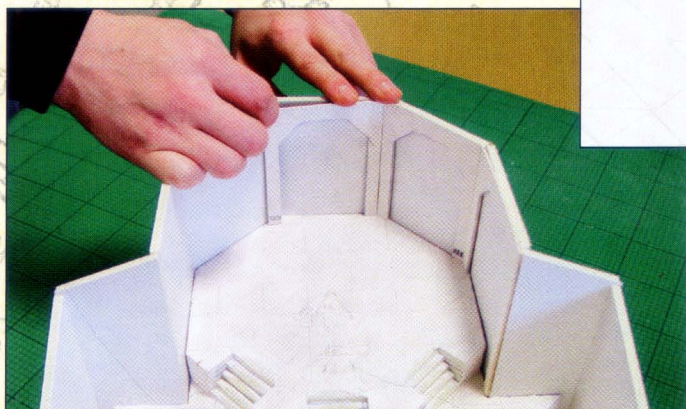
Here you can see the dais connected to the chamber floor.





## 3 Walls and Pillars

The walls and pillars are constructed using the same techniques shown in Pack 83. Because of the height of the dais, the walls around that area need to be taller than the others. Cut the foam card so that the height above the floor is consistent around the whole model. The walls can be decorated in the same manner as in Pack 83. If you like, an alternative pattern can be created to make the throne room look more elaborate.



### ◀ DECORATIVE ARCHES

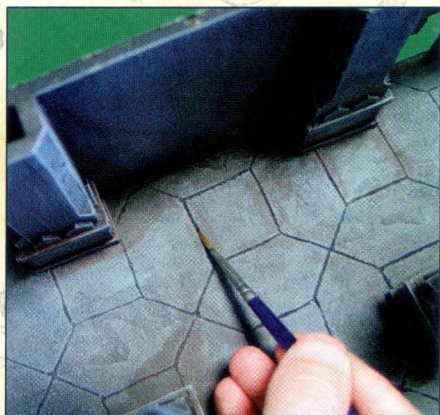
Arches can be created on some of the walls, allowing you to paint murals on them later.

### ▲ HIGH WALLS

The height of the walls needs to be extended at the end of the hall in order to accommodate the raised dais.

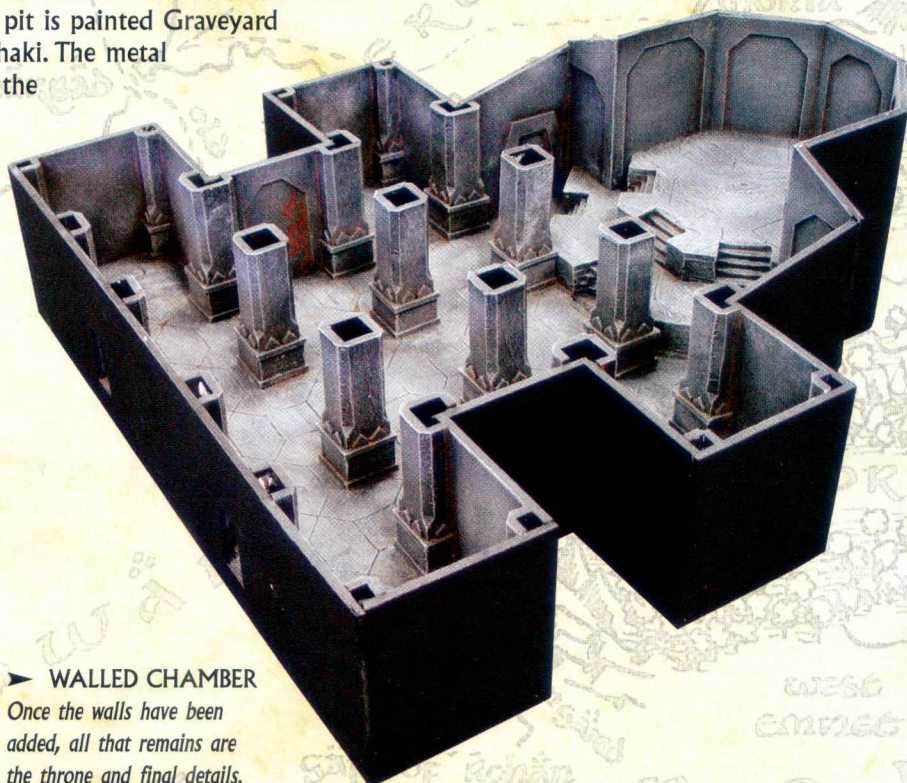
## 4 Painting

Paint the walls and pillars with textured paint before undercoating the whole model with Chaos Black. The floor, walls and pillars are then painted using the same techniques as described for the rest of the modular Moria ruins in Pack 83. The wood of the fighting pit is painted Graveyard Earth and then dry-brushed Kommando Khaki. The metal spikes are dry-brushed Boltgun Metal with the edges painted Chainmail. Finally, use Red Gore to daub the walls with Goblin iconography and symbols.



### ▲ PAINTING DETAIL

Running Brown Ink into the cracks on the floor gives the model an aged appearance.



### ➤ WALLED CHAMBER

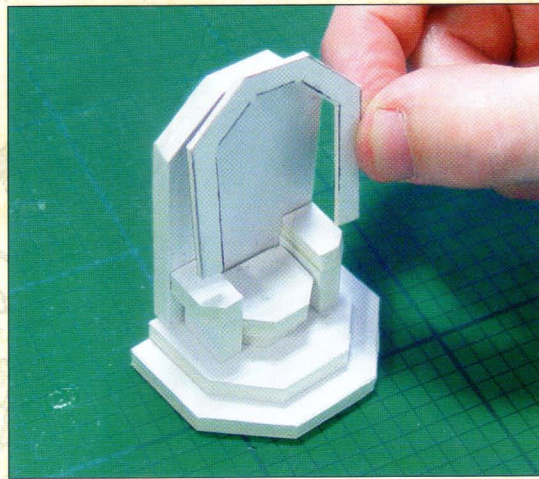
Once the walls have been added, all that remains are the throne and final details.





## 5 Dwarven Throne

The ancient Dwarven throne is made to look like it has been carved from slabs of stone, with defined angles chiselled into it. The throne is constructed from small slabs cut from foam card. The overall size of the throne should be big enough to seat a Dwarf. First, cut two pieces for the base, one slightly smaller than the other, with flat rears and angled fronts. Then, cut a tall piece for the back that has an angular top. Finally, the seat and armrests can be built up from several small pieces of foam card. A thin piece of card can be added to the back for extra detail.



### ◀ THRONE CONSTRUCTION

The basic shape of the throne is made from blocks of foam card, detailed with thin card.



### ◀ EXTRA DETAIL

Wooden spikes, discarded armour and furs create Goblin-made additions to the old Dwarf throne.

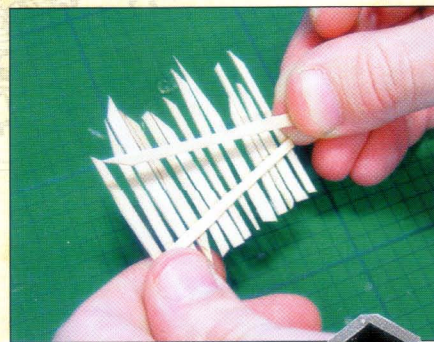


### ◀ GOBLIN THRONE

Once painted like the rest of your model, the throne can take centre stage atop the dais.

## 6 Fighting Pit

The Goblins have created a fighting pit in the middle of the chamber, so that Durbûrz can enjoy the sport of watching captured Dwarves fighting for their lives against a Cave Troll. The walls of the pit are made from rough strips of balsa wood assembled to make an uneven fence. Three of these walls are made and placed between the pillars so that they form a pit around the front of the dais, with the dais itself forming the fourth wall. String can be wrapped around the pillars to show how each fence is secured to the pillars. Finally, extra details can be added to the fences by attaching spare weapons and armour, made from shards of plastic card and cocktail sticks, to the inside of the pit.



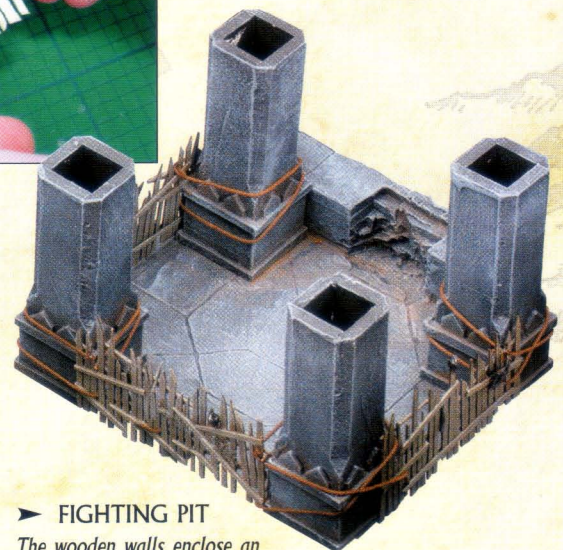
### ◀ BASIC FRAME

A rough wooden frame is made from strips of balsa wood.



### ► ANCHORING THE CORNERS

String is wrapped around both the wooden frame and pillar to represent how it has been secured by rope.



### ► FIGHTING PIT

The wooden walls enclose an area where the Goblins can use captured Dwarves for sport.





# Additional Details

*Any place inhabited by Goblins quickly becomes a pit of filth. Here we show you some of the additional details you can create to represent their foul presence.*

## Treasure Hoard

Durbûrz has plundered the halls of Khazad-dûm of its wealth and collected it in his lair. Sacks of coins like those created for the 'Ancient Tombs' Modelling Workshop in Pack 80 can be made along with other items such as a chest or ornate mirror. The chest and mirror can be made from balsa wood and plastic card.

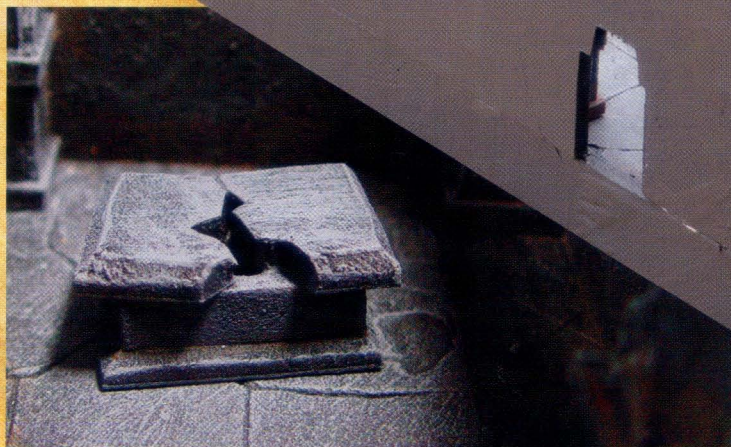


### ► TREASURE TROVE

*Here you can see some of the treasure that Durbûrz has collected.*

## Broken Tomb

As evident by Gimli's grief at seeing Balin's tomb, the Dwarves have a great respect for their ancestors. As such, it is possible that the Dwarves would keep the tombs of their dead lords within the very rooms they once ruled from. Small tombs can be made for the chamber from foam card as shown in Pack 21's Modelling Workshop. As the chamber is now occupied by Goblins, who may have tried to break into the tombs to steal their riches, you can model some of the tomb lids to look damaged.



### ▲ RAIDED TOMB

*This tomb has been modelled so that its stone lid has been cracked open.*







## Goblin Scrawl

Goblins, like all Orcs, have their own debased culture. Hidden deep under the Misty Mountains in the realm of Moria, they are in awe and fear of the mighty Balrog. It is possible that this beast would become central to the culture of the Goblins of Moria. To represent this on the model, Blood Red paint can be used to create unsophisticated murals on the walls, depicting events important to the Goblins.



### ▲ GOBLIN PICTURES

*Painted here are two murals representing the arrival of the Balrog and the Goblins' victory over the Dwarves.*

## Filthy Bedding

The Goblin king keeps his fiercest warriors close to him, acting as bodyguards. These Goblins sleep around the king's throne on dirty hides and fleeces. The bedding can be made from strips of synthetic fur cut into the shape of animal hides. Small pieces of card can then be glued to their backs in order to keep them rigid. After undercoating them with Chaos Black, they can be dry-brushed with a variety of brown paints.

### ➤ ANIMAL HIDES

*Several of these animal hides can be made and scattered around the throne to create a filthy sleeping area.*





# IN YOUR NEXT GAMING PACK...

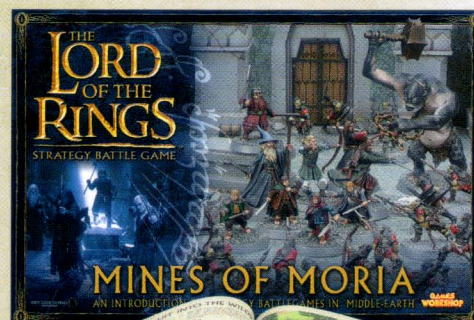
## Balin battles to reclaim Moria from Evil!

- Learn tactics for using your Dwarven forces in your Battle Games
- Play Balin's final Battle for Moria against the mighty Balrog
- Paint your Balin figure ready to make a final stand in the depths of Moria
- Build a lava-filled lair for the Balrog!
- **PLUS:** A metal Balin miniature



## 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](http://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 2000-2005, variably registered in the UK and other countries around the world. All Rights Reserved."

