THE LORD OF THE RINGS
BATTLE GAMES
in Middle-earth
85

THE BALROG AWAKENS!

THE LORD OF THE RINGS

BATTLE GAMES 85
— in Middle-earth —

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Balin, Lord of Moria™

Descended from the line of Durin, Balin's ancestors were once the masters of Moria. Intent on restoring Khazad–dûm to its former glory, the Dwarf Lord has embarked on a quest to clear the ancient halls of evil and return them to his people.

For many long centuries, the realm of Moria has been a place of darkness and evil, inhabited by vicious Goblins, hulking Cave Trolls and other more terrible creatures. It has become a monument to the Dwarves' faded glory, a reminder of a time when they ruled unopposed in their mighty subterranean kingdoms, sheltered against the outside realms. Years after the Dwarves were first driven from the halls of Moria, the Dwarf hero Balin embarked on a quest to reclaim them. At the head of an army of his kinsmen, he marched back into the depths of the mines and launched a bloody assault against the Goblin inhabitants. Many years of battle followed, with the Dwarves fighting a bitter war for every room and tunnel. Finally, however, Balin was victorious, pushing the Goblins out of his ancestral home, until once again the sounds of Dwarven hammers could be heard ringing through the halls. Unfortunately, it was to be a short-lived victory that, in the end, would cost Balin both his realm and his life.

'I have looked on Moria… but it has become dark and dreadful…'

GIMLI™

In this Pack's Playing the Game, we detail tactics for Dwarf forces, offering hints and tips on how to use your doughty bearded warriors in war. In the Battle Game we present the conclusion of 'Balin's Campaign', where Balin himself enters the depths to face the Goblin host and its dark master. In the Painting Workshop we will show you how to paint your Balin model ready for battle, while in the Modelling Workshop you will learn how to create a lava-filled lair for the terrifying Balrog.

➤ MASTER OF MORIA
While Balin only ruled Moria for a short time, he remains one of the greatest Dwarf heroes of his age.

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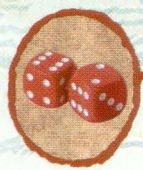
Armies of the Dwarves

Noble and proud, the Dwarves have opposed the forces of evil in Middle–earth throughout the ages. In this Playing the Game, we take a closer look at ways of using these stoic warriors in your Battle Games.

*B*eing both stubborn and long-lived, Dwarves are known to harbour enmity long after the perpetrators of any insult have gone to their graves. It was this need for retribution that guided Balin and his followers back to Moria, to do battle with all the evil creatures that now dwelt there. The strength of Dwarven oaths of vengeance is matched only by their loyalty to their kin and allies. The enemies of the Free Peoples of Middle-earth remain ever fearful of the sharp axes of the Dwarves.

Here, we take a look at the armour and weapons of a Dwarf force, and the elite troops and Heroes who lead Dwarven armies to war. We also examine three of the mightiest Dwarven Heroes – Gimli, Balin and Dáin.

◄ STOUT-HEARTED
Dwarves put their faith in the strength of their armour and the sharpness of their axes.

Choosing Your Force

Unlike the vast, sprawling Orc armies of Mordor and Moria, a Dwarven force typically consists of a small number of warriors. However, even the lowliest Dwarf is a capable fighter, equipped with superior arms and armour. Aside from Gimli, who featured in Pack 21, the full rules for all Dwarf warriors and Heroes were presented in Pack 83. From previous Packs of *Battle Games in Middle–earth*, you should have a good-sized starting force, complemented well by the Balin model included as part of this Pack.

▲ HEROIC WARRIORS
All Dwarf Heroes lead from the front and excel in combat.

Dwarven Armour

Dwarven armour is the most finely crafted in all of Middle-earth, granting its wearer the same defensive advantages as the heavy armour of other races. This superior armour makes even archers – typically the weakest warriors in an army – able to resist all but the strongest of attacks. This formidable advantage can be further enhanced by equipping your warriors with shields, making Dwarf warriors the toughest basic troops around. Dwarven heavy armour, worn by the fearless Khazâd Guard, is better still, adding three points to the Defence value of its wearer, rather than the usual two, and raising their Defence value above that of even the Heroes of other races. This unparalleled level of protection means that Khazâd Guard can use two-handed weapons while still enjoying the same Defence value of a Dwarf warrior equipped with armour and a shield.

▲ SUPERIOR ARMOUR
Only the enemy's strongest troops can hope to wound the heavily armoured Dwarves.

► SHORT RANGE
Dwarf archers lack the range of other bow–armed troops, and must be close to their enemies in order to fire.

◄ STURDY
Thanks to their sturdy armour, Dwarf archers are unlikely to be injured by any retaliatory bow fire.

Dwarf Bows

Dwarf archers make use of the unique Dwarf bow. Crafted from the finest materials by skilled Dwarven artisans, Dwarf bows are just as deadly as fine Elven bows. However, due to the shorter stature of Dwarven warriors, their bows lack the range of Orc or Elven bows. Like other troops armed with bows, a sufficiently large group of Dwarf archers can use volley fire to attack their foes at extreme ranges. Thanks to their superior armour, the Good player can send his Dwarf archers forwards to capitalise on their shooting skills – which allow them to hit their foes on a 4+ – confident that they will not be easily cut down by a counter-attack.

Weapons

Dwarf armies consist of troops equipped with shields, bows and two-handed weapons. However, they are one of the few forces that do not make use of spears. Because of this lack of supporting troops, Dwarven armies can be less flexible than other forces. Countering this disadvantage is their high Defence value – thanks to their superior armour, Dwarves are less likely to suffer injuries when they lose a fight. However, lacking the extra attacks that can be brought to bear by spear-armed troops, Dwarves may sometimes have a hard time winning a fight, too. By way of compensation, the Good player can make use of large numbers of warriors armed with two-handed weapons, who are highly likely to kill any opponent they beat in close combat.

► SINGLE COMBAT
Dwarves equipped with two–handed weapons fare better against single opponents.

Kings and Captains

Despite being barely half the size of a powerful Mordor Troll Chieftain or serpentine Fell Beast, Dwarf Kings and Captains are among the toughest Heroes in all of Middle-earth. Often wrongly underestimated by their foes, only a lucky blow from the strongest of warriors has a chance of wounding them. Although they have a high points value, these doughty Heroes are well worth it, as their high Defence value, and store of Might, Will and Fate, in addition to their extra Wounds and Attacks, can easily tip the balance of a battle in the Dwarves' favour.
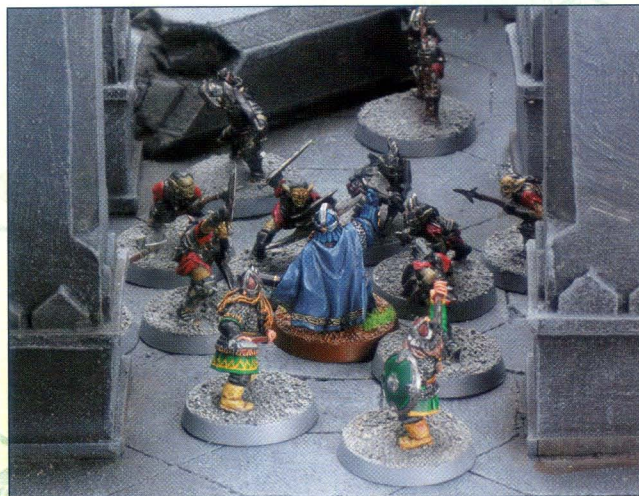
◄ TOUGHEST HEROES
Like most Heroes, Dwarf Captains are best used where the fighting is thickest, to blunt an enemy attack or spearhead one of their own.
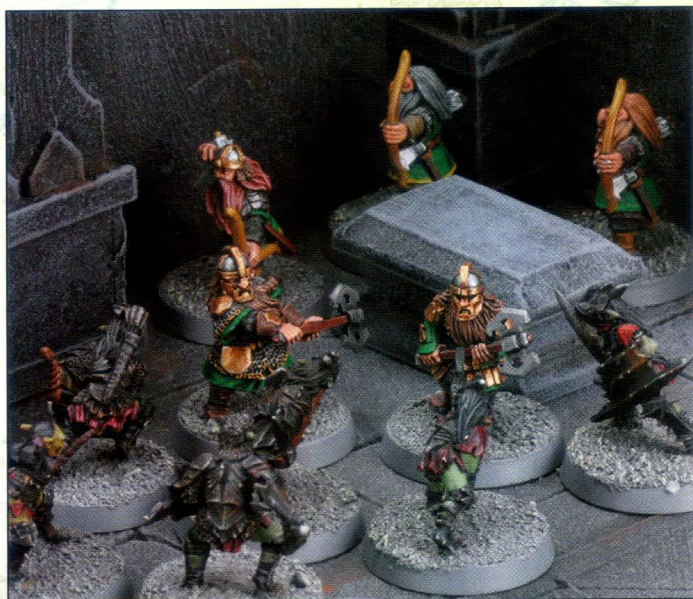
Elite Troops

Even in an army of hardened, elite warriors, the Khazâd Guard stand out. Their heavy Dwarven armour grants them the kind of protection usually reserved only for powerful Heroes in other armies. Complementing their high Defence value are their two-handed weapons, which make them a daunting prospect for even the toughest of Evil foes. Further bolstered by their Bodyguard special rule, which allows them to automatically pass Courage tests while the Hero they are sworn to protect lives, the Khazâd Guard are ideal for hunting down monstrous, terrifying enemies, such as the Nazgûl and Mordor Trolls.

◄ BEST OF THE BEST
Khazâd Guard are hand-picked from the toughest Dwarven warriors.

Gimli, son of Glóin

Perhaps the most renowned Dwarf in all Middle-earth, Gimli was a member of The Fellowship, and accompanied Aragorn and Legolas during The War of The Ring. Although Gimli did not fight alongside other Dwarves during this time, you can still use him in your Battle Games set during other periods, as Dwarves can live for 250 years or more. Like all Dwarven Heroes, Gimli is a superb warrior. Indeed, he is mightier than a Dwarven King, although his points cost is also greater. With a high Defence value and plenty of Might, Will and Fate, Gimli is an excellent choice to lead a Dwarven force.

◄ MIGHTY HERO
Gimli leads his kinsmen against the forces of evil.

➤ ANCIENT WARRIOR
Dáin can easily match the strongest enemies the forces of Evil can muster.

Dáin Ironfoot, King of Erebor

The mightiest of all the Dwarf kings is Dáin Ironfoot, the King of Erebor. Although he demands a significant investment of points, Dáin's Defence is second only to the likes of Sauron and the mighty Balrog. Consequently, Dáin is a threat that cannot be ignored, and is likely to attract a lot of hostile attention from the Evil force's most powerful foes. However, this can work to the Good player's advantage, saving your Khazâd Guard the trouble of having to hunt them down. Dáin's only drawback is his great age – due to his Venerable special rule, there is a much greater chance that Dáin will fail any Jump or Climb test he is required to take. Because of this, when fighting over perilous terrain, such as lava, it's a good idea to save a Might point to rescue Dáin from a fall that could be his undoing.

Balin, Lord of Moria

When recreating the recapture of Moria, Balin makes an excellent and characterful Hero to lead your force. Although he costs the same amount of points as a Dwarf King, Balin has a higher store of Might and Will points, as well as the option of wielding Durin's Axe. Like all Dwarf Heroes, Balin is best in the thickest of the fighting, where his high Defence will keep him safe from all but the strongest foes and his superior combat abilities can help spearhead the Dwarven attack. Although, strictly speaking, Balin is only suitable for Battle Games set before the time of The War of The Ring, you could easily use him in points matches or scenarios of your own devising.

➤ FLY, YOU FOOLS!
Had Balin survived the Goblin hordes, he may have been able to assist The Fellowship as they passed through Moria.

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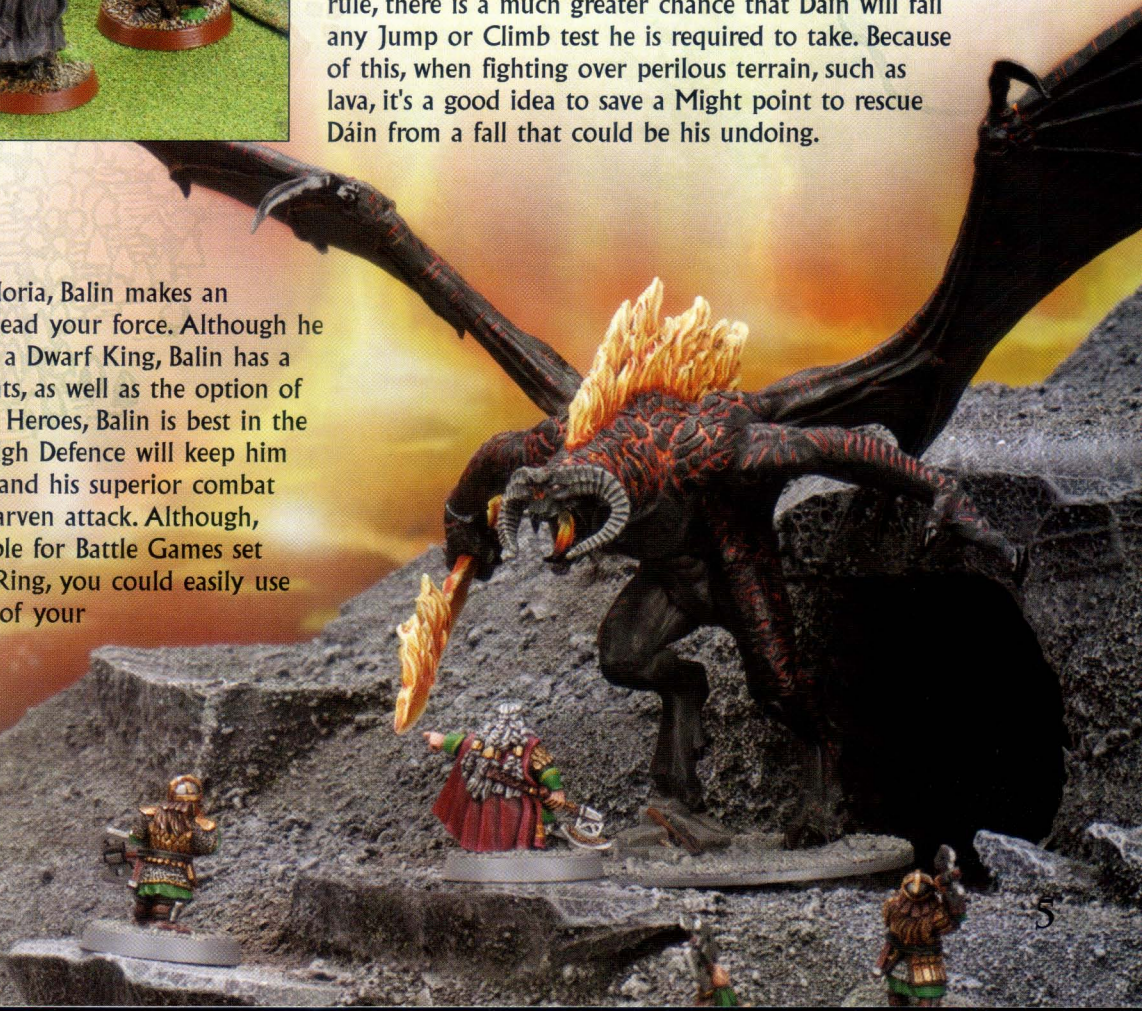
The Balrog Unleashed!

Balin has pushed the Goblin hordes back into the dark depths of Moria. However, his efforts have stirred up the ancient evil that lurks deep within the mine. In this Battle Game, we present the final scenario in 'Balin's Campaign'.

◀ LAST BATTLE FOR MORIA
Balin gathers his warriors to face the unimaginable evil that is the Balrog.

At the cost of many Dwarven lives, Balin has won back the upper halls of Moria from the Goblins, pushing the vile creatures back into the bowels of the mine. However, evil is stirring in the depths once again, threatening Balin's newly founded realm. This time, more than mere Goblins have been roused to anger by the intrusion of the Dwarves, and an ancient and fathomless evil has awoken. Bold and fearless, Balin has gathered a force to march deep into the mine and deal with this new menace. However, he quickly discovers that this foe is beyond even his ability and he must now try to escape from the Balrog's lair!

In this Battle Game, we conclude 'Balin's Campaign' and explore what might have happened had Balin had to face the terrible power of the Balrog. While it was the Goblins that eventually spelled the end for the Dwarf Lord, this scenario explores the possibility that Balin's presence could have roused the mighty demon.

The Combatants

For this Battle Game, the Good player will need the Balin miniature included in this Pack, as well as the Dwarf Captain miniature from Pack 83. He will also require all of the Dwarf Warrior card figures from Pack 83, as well as the Khazâd Guard card figures from Pack 80. The Evil player will need all of the Moria Goblin miniatures from previous Packs, as well as the Goblin Drum card figure from Pack 83. He will also need the card Balrog figure from Pack 21.

▲ LORD OF MORIA
Balin commands his Dwarves in the final battle for Moria.

▲ SHADOW DEMON
The Balrog is one of the most powerful creatures ever to walk Middle-earth!

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Balin	6/4+	4	8	2	2	6	12cm/5"	3	3	1
Dwarf Captain	5/4+	4	7	2	2	5	12cm/5"	2	1	1
Dwarf Warrior	4/4+	3	6	1	1	4	12cm/5"	-	-	-
Khazâd Guard	4/-	4	7	1	1	4	12cm/5"	-	-	-
Balrog	10	8	10	4	10	7	14cm/6"	0	*	0
Moria Goblin	2/5+	3	4	1	1	2	12cm/5"	-	-	-
Goblin Drummer	2/-	2	4	1	1	2	12cm/5"	-	-	-
Goblin Drum	-	-	10	3	-	-	-/-	-	-	-

NB. Models with shields add 1 point to their Defence value. In this scenario, Balin is equipped with Durin's Axe.

*The complete rules for the Balrog can be found in Pack 20.

The Gaming Area

This Battle Game is played on a 120cm/4' square board created using four modular terrain sections. You will need the Balrog's lair from this Pack's Modelling Workshop, as well as the two lava river Mordor modular sections from Pack 45 and a plain section of Mordor modular terrain from Pack 44, which are arranged as shown.

Starting Positions

The Evil player places the Goblin Drum, Drummers and Moria Goblins anywhere on the plain modular terrain section. The Good player then places Balin and all of his Dwarves on the lava fall section at least 14cm/6" from any Evil models. The Balrog will enter play later as described in the Special Scenario Rules. The 'escape edge' is where Balin and his Dwarves must exit the board to flee the Balrog's lair.

BALIN, KHAZÂD GUARD AND DWARF WARRIORS

GOBLIN DRUM AND GOBLINS

ESCAPE EDGE
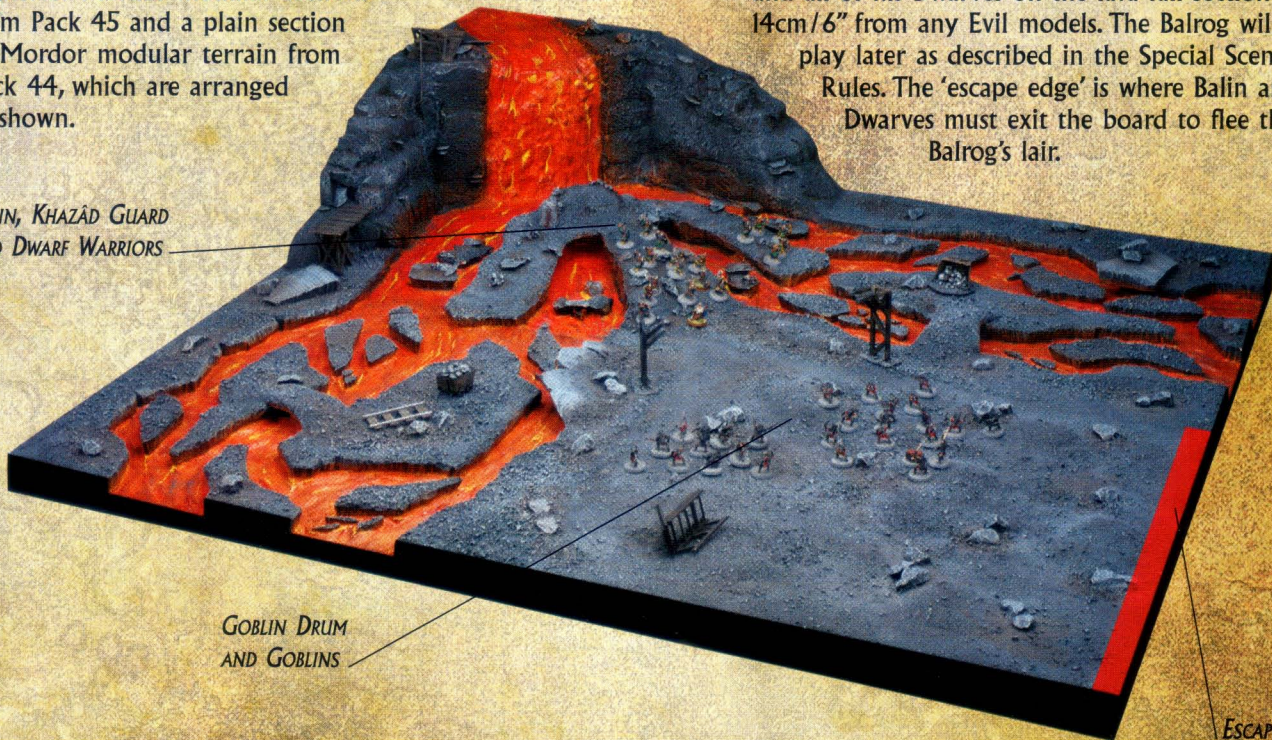
Special Scenario Rules

RECAP

Goblin Mastery

In this Battle Game, the Good player must face both a horde of Moria Goblins as well as the fearsome Balrog. The presence of this foul demon means that any Goblins on the board will benefit from its Goblin Mastery special rule. This allows all Goblins to automatically pass any Courage tests they are required to take. The full rules for the Balrog can be found in Pack 20.

◄ SHADOW AND FLAME
The Balrog has long been the undisputed master of Moria.

Molten Lava

The Balrog's lair is an infernal place where the only light comes from the flaming rivers of lava that snake through the darkness. Any areas of lava count as impassable terrain to all models except the Balrog, who may move through them without penalty. It is possible to jump across the lava flow using the rules for jumping from Pack 6. If for any reason a model finds itself in a lava river, such as by failing a Jump test, then it is removed as a casualty.

► FLAMING DEATH
With his back to the lava and surrounded by Goblins, the Dwarf Warrior counts as trapped.

Endless Horde

There are countless Goblins infesting the dark places of Moria and no matter how many the Dwarves slay, more seem to take their place. In this scenario, whenever a Moria Goblin is killed it may be returned to play from any board edge at the start of the Evil player's Move phase. Goblins that return in this way may move and shoot normally in the turn they appear, but may not charge.

◄ FOES WITHOUT NUMBER
Even as the Dwarves finish off a group of Moria Goblins, more stream forth from the darkness to fight.

The Balrog

Balin and his Dwarves have fought their way into the Balrog's lair unaware of the presence of the foul demon. Now, however, they can hear its approach and must battle their way through the Goblins to make their escape. At the start of each of his turns, the Evil player rolls a dice. If the score is equal to or less than the current turn number, then the Balrog bursts forth from the darkness and is placed on the board in front of the lava fall, standing on the edge of the rocky outcrop. It may then move and fight as normal, although it may not charge on the turn it appears.

► CREATURE OF EVIL

When the Evil player rolls equal to or less than the current turn, the Balrog will appear.

Fearless Dwarves

Such is the loyalty and courage of Balin's Dwarf Warriors that they will follow him through fire, darkness and death. Because of this unbreakable faith they have for their lord, they would never think of retreating while Balin was in any kind of danger. In this Battle Game, while Balin is alive all Dwarves will automatically pass any Courage tests they are required to take.

▲ UNFLINCHING LOYALTY

While the Lord of Moria lives, every Dwarf battles on come what may.

WINNING THE GAME

● If at the start of any turn the Balrog has been killed, or Balin and at least four Dwarves have moved off the 'escape edge', then the Good player is the winner.

● If at the start of any turn there are fewer than four Dwarves alive, or Balin has been slain, then the Evil player is the winner.

● Any other result is a draw.

Playing the Campaign

Darron, commanding the Dwarves, and Kenton, in control of the evil Goblins, battle for the depths of Moria in 'Balin's Campaign'. Here we have a look at how these two players fared in each of the four games in their campaign.

1 Gateway to the Goblin Realm

In the first game in the campaign, Darron had to find the entrance to the Goblin realm. At first, his small force of Dwarves moved through the ruined Moria tunnels and chambers facing only the few isolated Goblin patrols that Kenton threw in his path. Darron decided to avoid the Goblin Nests rather than attack them, hoping to search as many rooms as possible and, as a result, quickly found the gateway. However, this allowed Kenton to build up a substantial force of Goblins and send them en masse against the Dwarves as they tried to return to their starting position. In a bitter struggle, Darron was able to fight his way free and make it back to the entrance, winning the game.

▲ SAFETY
IN NUMBERS
Darron's Dwarves remain close together to protect themselves against the numerous enemies they may face.

➤ ENCIRCLED!
Darron's Dwarves fight their way free from Kenton's swarm of Goblin patrols and make it back to tell Balin where the gateway is.

2 Rescue the Dwarf Survivors

Once again Darron's Dwarves set off into the ruined depths of Moria, this time in search of their captured kinsmen. Almost immediately things began to go wrong for Darron, as he found his force swamped by Goblins and assaulted by the Cave Troll. While most of the Dwarves tried valiantly to hold back the Goblins, several prisoners were rescued. However, Kenton had cleverly moved his forces to block Darron's avenues of retreat and, with an endless supply of Goblins, it turned out to be only a matter of time before the last Dwarf fell and the Goblins were victorious.

➤ LAST STAND
Despite a valiant effort, Darron's Dwarves could not escape from Kenton's Goblin horde.
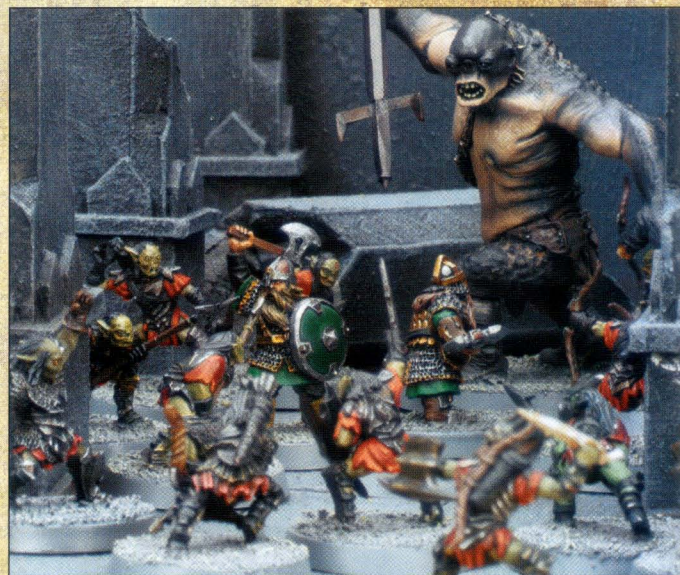
③ Kill the Goblin King

In this Battle Game, Kenton would have at his disposal a formidable force of Goblins, including both Durbûrz and a Cave Troll. As Darron moved his force of Dwarves into the Goblin King's lair, Kenton decided to keep Durbûrz out of harm's way for the moment and used his forces to form a wall between the Goblin leader and the Good forces. Undeterred, Darron's Dwarves ploughed into the Goblins, hewing a path to their target. Kenton discovered his defenders vanishing under the Dwarf attack, with even the Cave Troll falling to deadly Khazâd Guard, and to make matters worse, his reinforcements were refusing to return.

Finally, the Dwarves managed to break through and assault the king himself. It was at this point, however, that Durbûrz proved his worth and soundly defeated all-comers, turning back the Dwarf attack. Finally, with the timely arrival of some more Goblins, Kenton was able to finish off the last of the Dwarves and win the battle.

► COWARDLY REINFORCEMENTS
Kenton continually failed to roll high enough for his Goblins to return to the fight, robbing him of valuable warriors.

◄ KING OF THE GOBLINS
When Darron's Dwarves finally reached Durbûrz, they discovered him to be a formidable opponent.

◄ ESCAPE THE BALROG!
One by one, the slow-moving Dwarves are caught and slaughtered by the terrible demon.

④ The Balrog Unleashed!

The final battle of the campaign would be a tough one for Darron, with his Dwarves facing the terrifying power of the Balrog. In the first turns of the game, Darron wasted no time in mobilising his Dwarves and making for the escape edge. In response, Kenton spread out his Goblins to slow them down, and buy time for the arrival of the Balrog. However, the Dwarves had only travelled a short distance when the Balrog burst forth from the lava fall. Darron tried to split up his fleeing Dwarves to increase his chances of escape, though Kenton refused the bait and charged the Balrog straight at Balin. Realising that he could not fight his way free of the Goblins in time, Darron turned Balin to face the monster, gathering his Khazâd Guard close for support. In the furious battle that followed, Balin scored no fewer than five wounds on the demon. However, in the end it was not enough, and the Dwarf Lord was slain. The campaign was over, and Kenton had won.

◄ BALIN'S FINAL STAND
Unable to escape, Balin turns to face the might of the Balrog.

Balin

Leading a host of Dwarf warriors into the lost realm of Moria, Balin fought and defeated the Goblins there to be proclaimed Lord of Moria. Here, we show you how to paint your Balin model, clad in his regal warrior armour.

Balin was a fierce warrior and inspirational leader to the Dwarf warriors who followed him into the depths of Moria. After surviving several years of brutal conflict with the Goblins that infested the once-proud Dwarven city of Khazad-dûm, Balin was able to lead his courageous warriors to victory and proclaim himself Lord of Moria. Balin's reign was sadly short lived, lasting only a few short decades before a new wave of Goblin attackers swarmed into Moria and Balin was killed.

Here, we show you how to paint Balin as he may have looked at the height of his reign, clad in rich russet robes and swathed in a regal cloak.

◄ INTO THE FRAY

Balin shows no fear as he leads his Khazâd Guard into battle against the vicious tide of Goblins that haunt the ruins of Khazad–dûm.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK	RED INK	BLEACHED BONE
TIN BITZ	DWARF FLESH	YELLOW INK
SHINING GOLD	BESTIAL BROWN	SCORCHED BROWN
BURNISHED GOLD	ELF FLESH	SNAKEBITE LEATHER
MITHRIL SILVER	SKULL WHITE	REGAL BLUE
BROWN INK	VERMIN BROWN	ULTRAMARINES BLUE
TERRACOTTA	VOMIT BROWN	SPACE WOLVES GREY
RED GORE	BUBONIC BROWN	BOLTGUN METAL
DESERT YELLOW	DESERT YELLOW	CHAINMAIL

1 Golden Armour

The metal plates of Balin's armour are a rich golden colour. Once the model has been undercoated with Chaos Black, apply a coat of Tin Bitz to his armour. Next, carefully paint Shining Gold onto each plate so that the Tin Bitz is left showing in the gaps between them. Highlight the top edge of each plate with Burnished Gold before applying a highlight of Mithril Silver to the highest point on each plate. Finally, apply a thin wash of Brown ink over all the armour to prevent the gold looking too yellow.
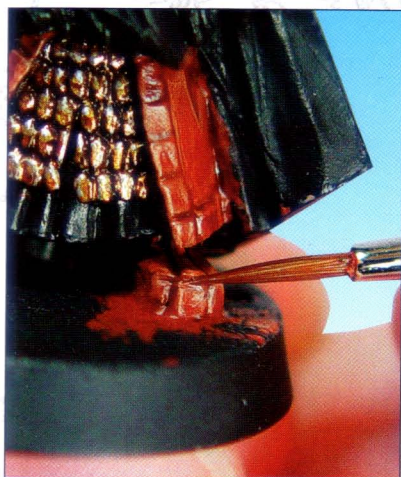

◄ *Painting the individual plates is more accurate than applying a dry-brush.*

► *A small dot of Mithril Silver on the very top of each plate gives the impression of light glinting off the metal.*

► *Applying an ink glaze is a good way to enrich the colours you have used.*

◄ *Balin's heavy boots can be painted the same colour as his robe.*

2 Russet Robes

Balin's robe is a deep, earthy red. To paint this, start with a base colour of Terracotta with a small amount of Red Gore mixed in. Add a little Chaos Black to the mix to darken the tone slightly. Water this down and apply it as a shading wash to the robes. Next, re-set the base colour before adding a small amount of Desert Yellow to the Terracotta and Red Gore mix, creating a lighter tone. Apply this as a highlight to the robe. Continue adding Desert Yellow to the mix and apply as progressively lighter highlights. Finally, mix a small amount of Red ink with some Brown ink and thin it down before applying the mix as a glaze to the robes, to bring out the richness of the colours. Balin's boots can be painted with the same technique.

3 Weathered Face

There is not much of Balin's skin showing, as most of his face is covered by his beard and he wears leather gloves on his hands. The skin that is visible is given a coat of Dwarf Flesh, followed by a wash of watered-down Bestial Brown. Next, re-set the base colour and apply a highlight of Elf Flesh. Finally, mix a little Skull White in with the Elf Flesh and apply this mix as a final highlight.

► *The Bestial Brown wash creates areas of deep shading on Balin's skin.*

▲ *Once Balin's face has been painted, you can move onto painting his beard.*

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4 Blond Beard

To paint Balin's hair and beard, first apply an even base colour of Vermin Brown to the beard and hair. Next, apply a heavy dry-brush of Vomit Brown all over the hair. Be careful not to get any of this dry-brushed paint onto other areas you have already painted, especially the face. Dry-brush a series of progressively lighter tones as highlights, starting with Bubonic Brown and moving through Desert Yellow and Bleached Bone before a final dry-brush of Skull White. Last of all, mix a little Yellow ink with some Brown ink, and apply a small amount directly to the roots of the hair.

◄ The lighter dry–brushes of the paler tones gives the impression that the beard is fading with age.

► The roots of Balin's hair are darker than the more faded tips.

5 Dwarven Crown

The crown Balin wears also serves as a piece of armour. It can be painted in the same colours as the rest of his armour as shown in Step 1. First, re-undercoat the crown with Chaos Black before applying a base coat of Tin Bitz. Then, apply Shining Gold, Burnished Gold and Mithril Silver as highlights. Finally, apply a thin wash of Brown ink.

► Once the final ink wash is dry, small swirls of Brown ink can be painted onto the panels to give the impression of carved detail.

6 Leather Gauntlets

The forearms of the gauntlet are made from toughened leather and dyed to the same colour as Balin's robe. Paint these in the same way as shown in Step 2. The soft leather of the gloves on Balin's hands are first painted Scorched Brown followed by a mix of Scorched Brown and Snakebite Leather applied as a highlight.

► Painting the armbands the same colour as Balin's robes ties the colour scheme of the model together.

▲ Here is what your model looks like at the end of Step 6. Next to be painted is Balin's cloak.

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7 Royal Cloak

Balin wears a cloak of a deep blue colour. This is painted using the same colours and techniques as shown on the Dwarf Hero in Pack 83's Painting Workshop. Paint the cloak and the bit of the robe poking out beneath his armour with Regal Blue. Mix a small amount of Chaos Black with the Regal Blue to create a darker shade. Water this down slightly, then paint it into the deep folds of the cloak. The cloak is then highlighted with the blending technique, using Ultramarines Blue and Space Wolves Grey to lighten the tone.

◄ Adding a little Chaos Black to the Regal Blue darkens the tone enough to create shading.

▲ Blending up through Regal Blue to Ultramarines Blue, and finally Space Wolves Grey, creates the highlights for the cloak.

◄ The individual straps of leather on the hilt of Balin's axe are carefully painted with Snakebite Leather.

8 Dwarven Axes

The hilts of the axes are painted Scorched Brown, with any straps painted Snakebite Leather. The axe blades are given a base colour of Boltgun Metal followed by a highlight of Chainmail paint. A final highlight of Mithril Silver is applied to the edges. The gold decoration can be painted in the same way as Balin's armour.

◄ The gold detail on Balin's weapon makes the axe stand out as an important Dwarf heirloom.

9 Final Details

The beads in Balin's hair can be painted gold, just like his armour. Finally, a pattern can be added to Balin's red robes. Paint Shining Gold onto the rim of each square on the robe. After that, paint a small line of Shining Gold within the square. All that remains is to base the model in your preferred manner.

➤ This simple pattern is enough to make the robes stand out as royal vestments.

▲ Balin is now ready to face the hordes of Goblins infesting his ancestral home.

The Balrog's™ Lair

Deep beneath the sprawling halls of Moria lurks the Balrog, an ancient demon disturbed from its rest by the greedy Dwarves. Here, we show you how to build the Balrog's lair for use in your Battle Games.

Over many hundreds of years of excavation and mining, the Dwarves of Moria delved deeper and deeper beneath their domain, their lust for the precious Mithril blinding them to the growing taint of evil. It was in the shadowy core of Moria that the Balrog, which would soon become known as Durin's Bane, made its home.

In this Modelling Workshop, we demonstrate how you can build the Balrog's lair, complete with lava fall and rivers. Although this terrain piece will recreate the deepest regions of Moria, it can be designed to be compatible with your existing modular Mordor terrain boards, allowing you to create a truly cavernous Balrog's lair. Alternatively, you could use this terrain piece to represent one of the fiery slopes of Mount Doom in the inhospitable land of Mordor.

◄ BEAST OF FLAME
The Balrog's lair provides a backdrop to this Pack's Battle Game.

YOU WILL NEED

Modelling Essentials

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

2½CM/1" THICK POLYSTYRENE TILES (APPROXIMATELY 60CM/2' SQUARE)

5CM/2" THICK POLYSTYRENE

BAMBOO BARBECUE SKEWERS

SANDPAPER

DUCT TAPE
PLASTER FILLER
MODELLING SAND AND GRAVEL
SLATE AND SMALL STONES
TEXTURED MASONRY PAINT
CHAOS BLACK, CODEX GREY, FORTRESS GREY,

BLEACHED BONE, BLAZING ORANGE, BLOOD RED, SUNBURST YELLOW, SKULL WHITE, TIN BITZ, CHAINMAIL, MITHRIL SILVER AND RED GORE ACRYLIC PAINTS

GLOSS VARNISH

BALSA SHEET AND RODS

JEWELLERY CHAIN

Modular Boards

By making the Balrog's lair compatible with your Mordor modular terrain, you can use it to stage even larger games set within Moria or Mordor. Since the Balrog's lair features rivers of molten lava, you can use Pack 45's lava flow modular tiles to help plan out where the lava would connect to the edge of the board.

► **MATCHING FLOW**
The points where the lava reaches the edge of the board match Pack 45's lava boards.
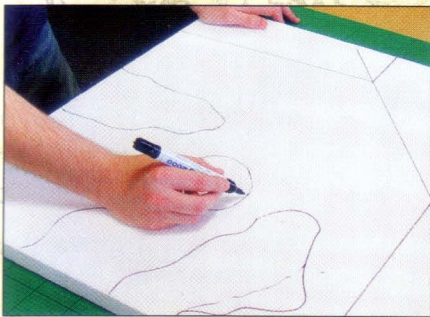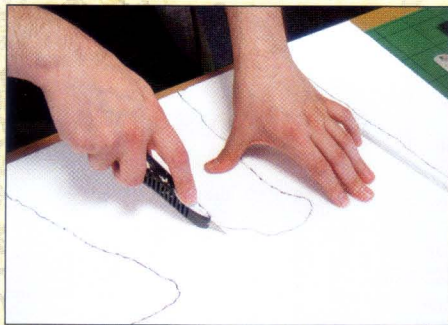
◄ **PLANNING ELEMENTS**
There are three basic elements which need to be marked out – the triangular shape of the lava fall in the corner, the two cliff sides, and the three strips of land.

► **CUTTING OUT**
Having cut the tile into manageable sections, a hot wire cutter neatly finishes the job.

1 Planning the Base

The base is made from two 60cm/2' square, 2½cm/1" thick polystyrene tiles, which will be assembled in a similar way as the lava boards from Pack 45. Begin by marking the positions where the lava flow will connect to the edges of the board onto one of the base tiles, matching it to the edges of Pack 45's lava tiles, if possible. With this done, mark out the location of the lava fall in the opposite corner, making a triangle. Next, mark out the two cliff sides adjacent to the fall, matching them to the lava flow you marked first. Finally, mark out three strips of land, which extend into the middle of the board, but don't join up. Since you may have trouble getting to the middle of the tile to cut out the basic shapes with a hot wire cutter, use a knife to roughly remove them, before switching to the hot wire cutter to carve them out precisely. Unlike Pack 45's lava boards, these shapes are not glued in place yet, as they will be used as templates in the next few stages.

2 Making the Lava Fall

Using the triangular shape as a template, cut out four identical pieces from 5cm/2" thick polystyrene. Glue them together to form a triangular tower. Barbecue skewers can be used to hold the sections together while the glue dries. Trim off any skewers that might be poking out and glue the thin triangular shape onto the top of the wedge to hide the skewers entirely. When the triangular tower is dry, mark out the path of the lava from the corner, across the top of the wedge and down the side. Use a knife to dig out a channel for the lava river. Finally, glue the wedge into the corner of the lower base tile.

► **LAVA CHANNEL**
The channel can be shallow, as plaster filler will be used to create the lava flow later.

◄ **TEMPLATE**
The initial triangular shape of the falls is used to cut out blocks of thick polystyrene.
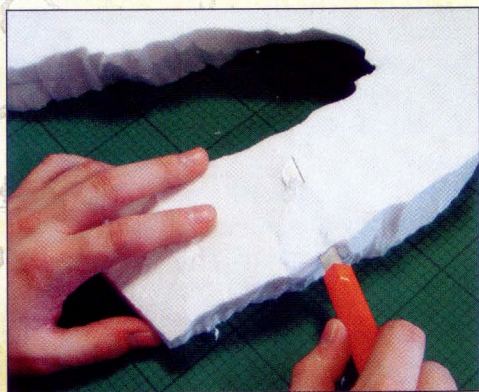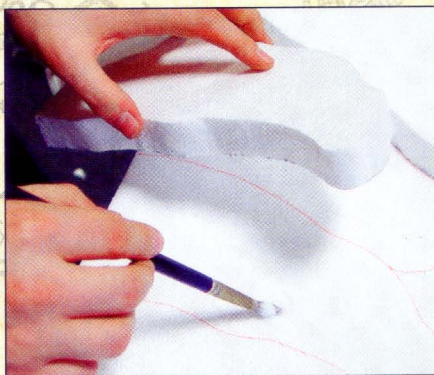
3 Building the Cliffsides

Framing the lava fall are two steep cliffs. Both are made by layering and gluing consecutively smaller blocks of 5cm/2" thick polystyrene onto the basic cliffside shapes made in Step 1. Again, barbecue skewers can be used to help secure the layered polystyrene while it is glued together. Next, use a knife or hot wire cutter to shape the cliff face. The cliffs can be further smoothed and defined by using sandpaper. Glue the cliffs in place next to the lava fall on the lower tile of your base. Any gaps between the lava fall wedge and your cliffs can be filled later with plaster filler.
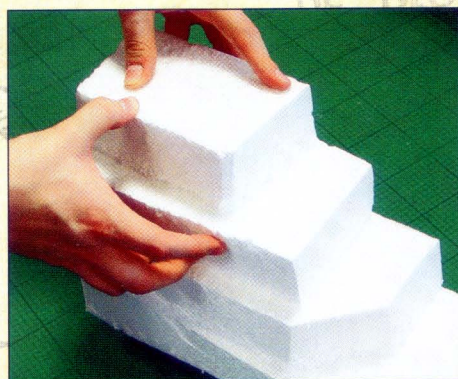
◄ LAYERING
Using consecutively smaller blocks for each layer will mean you need to remove less polystyrene when shaping your cliffs.

► CARVING
Use a knife to remove small sections and gradually define your desired cliff shape.

► GLUED IN PLACE
Only glue the strips of land in place when the plateau layer is marked out correctly.
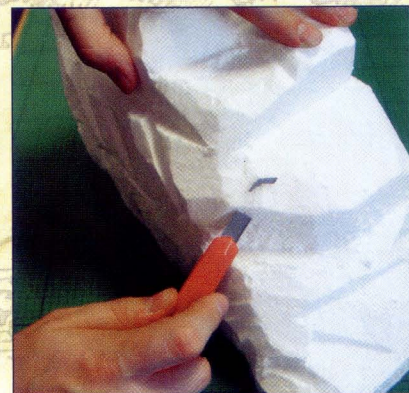
4 Creating the Plateau

In the centre of the board, on top of the three strips of land and joining them together is a plateau that forms the main playing area of the board section. To make the plateau, begin by positioning the strips of land upside down onto a section of 2½cm/1" thick polystyrene and tracing around them. Next, draw in the plateau, linking the strips and extending out further into the middle of the board. With this done, you can glue the strips of land in place and cut out the plateau. Shape the edges with a knife, then finish them off with a hot wire cutter. Trim the plateau layer further so that it tapers down to the ground layer with a gentle gradient, and glue it into place on the bottom base layer. Finish the plateau by adding another thin layer of polystyrene onto the edge closest to the lava fall to create a raised area.

◄ GRADIENT
Flip the plateau over and carve a gentle gradient into the new upper layer, so that it tapers down to the ground layer.

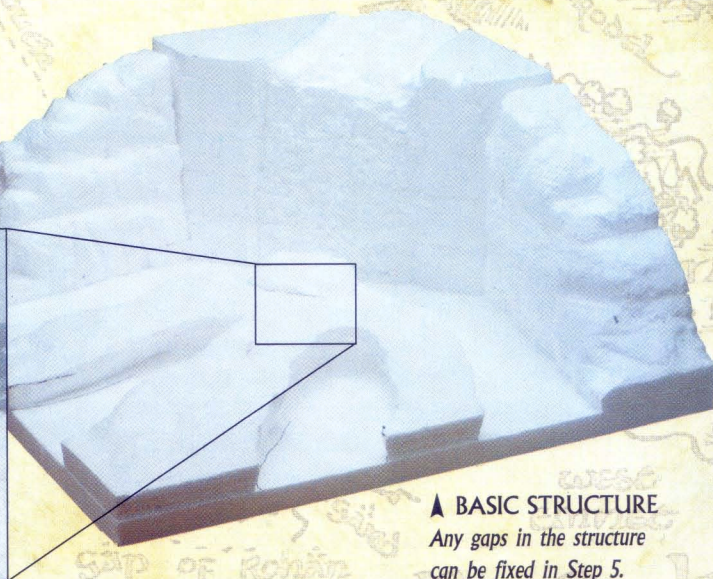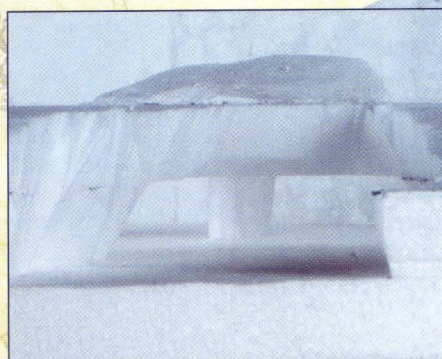► HIDDEN REINFORCEMENT
A small piece of polystyrene can be used to reinforce the fragile lip of the plateau.

▲ BASIC STRUCTURE
Any gaps in the structure can be fixed in Step 5.

5 Adding Lava

With the structure finished, you can add the lava, which is made using the same methods that are described in Pack 45. Before you begin pouring filler onto the board, stick strips of duct tape around all the sides, to protect the edges of the model and act as a dam to stop the filler from leaking out. While the lava is still wet, you can add smaller islands and pieces of 'floating' rock. When applying filler to the vertical fall area, a thicker than usual mix will allow you to spread the filler around without it sliding off. This thicker filler mixture will also be suitable for filling any gaps between the fall wedge and the cliff sides. Finally, seal the lava with Skull White paint.

◄ ISLANDS
Once the islands have been pushed into the filler, you can create the effect of lava flowing around them by pushing them towards the lava fall.

► LAVA FLOW
Use a wet brush to both texture and make a rippled, wavelike effect in the filler.

TOP TIP

To save on sand, rather than adding it to the filler mixture, as described in Pack 45's Modelling Workshop, you can wait until the filler has been applied – but not completely dried – and add sand over the top. To do this, mix up some sand, water and PVA glue, and brush this over the top of your lava to add texture. Once dry, you can seal it with a coat of Skull White.
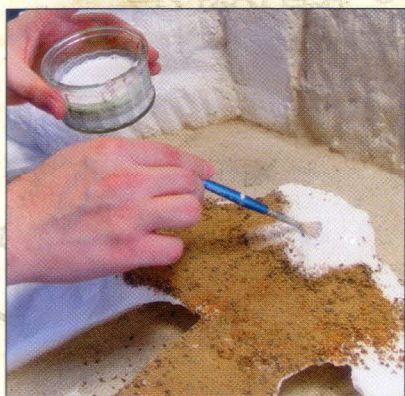
▲ ROCKY TEXTURE
The rocks are textured with modelling sand and PVA. To prevent your glue from drying before you can scatter your sand over it, only work on a small area at a time.

6 Rocks and Texture

With the lava completed, you can now add rock formations and texture to the rest of the board, using the same techniques as those featured in Pack 44's Modelling Workshop. When you've finished texturing the surface, you can apply a coat of textured masonry paint, mixed with PVA glue and water, to seal it. Black paint will work best, as it will act as an undercoat for the painting in the next step.

► READY FOR PAINTING
Before you move onto painting the model, ensure any loose sand or gravel has been removed.

7 Painting the Rock

The rocky areas are painted in the same way as the boards from Pack 44's Modelling Workshop. If you didn't use textured black masonry paint in the previous step, begin by undercoating the rocky areas with Chaos Black. You can then apply a heavy dry-brush of Codex Grey, followed by a lighter dry-brush of Fortress Grey. To create some contrast, apply Bleached Bone instead of Fortress Grey to some areas. Finish the highlighting with a light dry-brush layer of Skull White. You can add depth to the rocky areas by applying patches of thinned-down Brown ink.

◄ PAINTING THE ROCK
By dry–brushing layers of different colour onto the rock, you create a natural and realistic finish.

► SHADOWS
Apply ink to the recesses in the rocky texture to create the impression of shadows.

► MOLTEN FLOW
Paint the hottest parts of the lava, such as in the wake of drifting slabs of rock, with a mix of Skull White and Sunburst Yellow.

8 Painting the Lava

With the rocky surfaces painted, you can now move onto lava. This can be painted to match the lava boards from Pack 45. Begin by re-undercoating the lava Skull White, to cover any areas that were accidentally dry-brushed during the previous step. Apply a coat of Blazing Orange over the Skull White. The rocks near the lava can be dry-brushed with Blazing Orange to create the illusion that the lava is glowing and illuminating the area. Next, heavily dry brush the lava with Blood Red before applying a coat of gloss varnish, to make it appear more fluid. Once the varnish has dried, dry-brush a Chaos Black and Codex Grey mix lightly over the lava. Aim to catch the sandy texture of the lava to create areas where the lava is cooling at the surface. Streaks of Sunburst Yellow mixed with Skull White can now be applied to create areas where the lava is at its hottest.
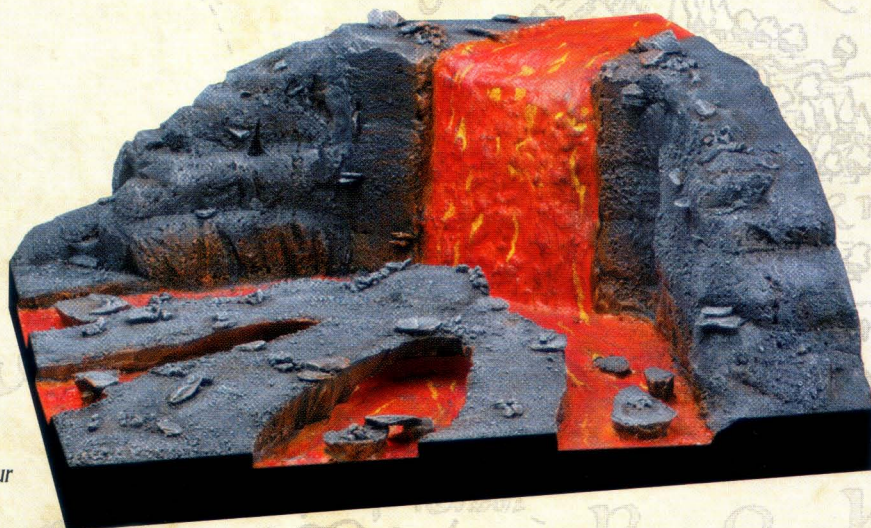

▲ REFLECTION
When dry–brushing to create the effect of light reflecting off a surface, you can achieve a more natural look by brushing away from the source of light.

► FINISHED MODEL
The completed Balrog's lair swells your growing modular board collection.

Extra Details

To help transform your Mordor lava boards into the deepest regions of Moria, you can add abandoned and dilapidated mine workings, like those made in Pack 20's Modelling Workshop. You could also add further dressings like ruined mine workings and Goblin sacrificial stones, such as those described here.

Broken Scaffolding

The scaffolding is made from square balsa rod, glued down to a small piece of thick card. Using balsa will allow you to quickly and easily create a realistic broken wood effect by snapping the pieces before you glue them into position. By applying a light dry-brush of Chaos Black, followed by Fortress Grey, to the broken areas of the scaffolding, you can create the effect of burnt and scorched wood, as though the fiery Balrog has broken and charred the original structure.

◄▲ RUINED
Balsa is especially good for making models of ruined wooden objects as it can be snapped and broken to create realistic damage.

Mine Cart

In addition to making more mine carts, like those featured in Pack 20, you can easily make a broken mine cart. Rather than making a whole cart and breaking it, begin by gluing the cart base down onto a piece of card. You can then attach the front, back and sides, before adding gravel, sand and pieces of broken balsa. When painting the cart, you can add thin streaks of Mithril Silver to the rocks to represent the precious ore.

► PRECIOUS METAL
You can make the rocks in the cart look like Mithril ore by adding streaks of Mithril Silver to them.

◄ RUST
Chainmail, dry–brushed over Tin Bitz, can create very effective rust.

Goblin Sacrificial Stone

The sacrificial stone is made from a small piece of polystyrene. Using a craft knife or hot wire cutter, make a flat-bottomed obelisk shape. Onto this, fix small sections of card, to which you can attach the jewellery chain. The rock can be painted in the same way as the rocky sections of the board. To paint the chain, start with a layer of Tin Bitz before dry-brushing on Chainmail and applying a watered down wash of brown ink. Finally, add a few dabs of Red Gore paint to the chains and rock to recreate the blood of the last poor victim.
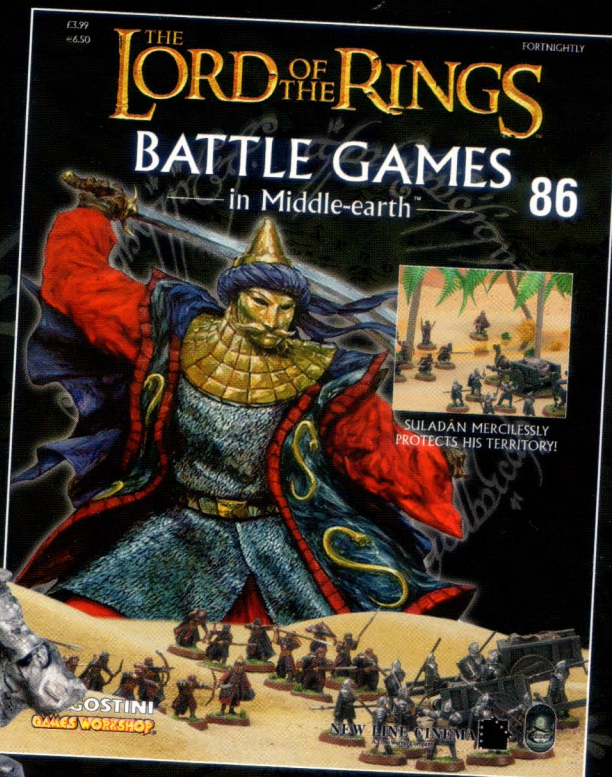
► ABANDONED MINE
With the addition of a few pieces of scenery, the barren plains of Mordor can become the abandoned mines of Moria.

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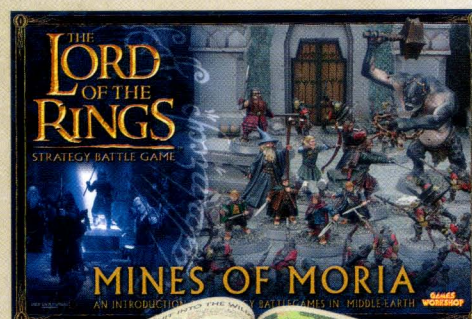
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