

PROWLERS IN THE DARKNESS SCENARIO

Moria – or Khazad-Dûm in the Dwarven tongue – has fallen to Goblins. Chaos reigns in finely wrought halls, halls that have fallen into disrepair in the hands of their current caretakers. Though Goblin Kings may claim to be the current masters of Moria, it is an older power that rules these halls. Varied motivations draw the Forces of Good to Moria. The Dwarves seek to reclaim their home. Others seek treasures or a navigable passage through the Misty Mountains. However, when armed warriors enter Moria, conflict is sure to ensue.

MULTIPLAYER BATTLE

This scenario is designed for four or more players. The number of participants will determine the overall size and layout of the battlefield as explained below.

PARTICIPANTS

GOOD

- Each player may field up to 500 points. You must include at least one Hero. Up to 33% of the models selected may carry bows.
- A player using any of the Good lists from *Khazad-Dûm* may include a Vault Warden Team at no additional points cost.

EVIL

- Each player may field up to 500 points. You must include at least one Hero. Up to 33% of the models selected may carry bows.
- Only one Evil player in three may field a Balrog.
- A player using any of the Evil lists from *Khazad-Dûm* may include a Cave Troll at no additional points cost.

LAYOUT

Play on a board 4' wide and approximately 12" long per participating player. Thus, a game with six players should use a board 6' long (as in the map shown below). Place columns 12" apart and 12" from each table edge. Use as many columns as required for the table length. Along the Center line of the table, replace every other column with a Dwarven mirror. Strive to set up an odd number of mirrors.

STARTING POSITIONS

The Good players deploy up to 6" in along one long table edge. The Evil players then deploy their forces up to 6" in from the opposite table edge.

OBJECTIVES

The situation is desperate, and both sides must reach the Dwarven mirrors. The game ends after 10 turns. The side that has control of (or has destroyed) more mirrors at game's end wins.

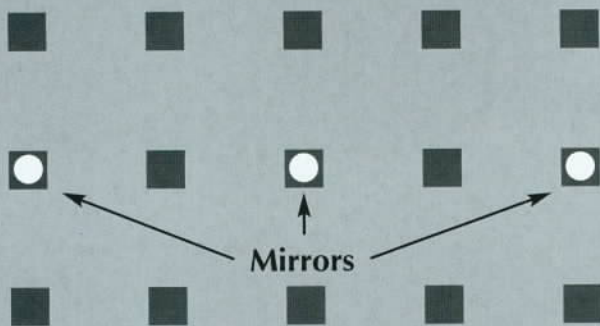
SPECIAL RULES

Ancient Knowledge. Dwarven guides have led the Forces of Good through secret paths in order to get a jump on the Goblin hordes. The Forces of Good have Priority in the 1st turn of the game.

Dwarven Mirrors. The rules for Dwarven mirrors can be found on p. 50 of the *Khazad-Dûm* sourcebook.

Controlling the Mirrors. At game's end, a model controls a Dwarven mirror if it is in base contact with it and is not engaged in combat, and no other model is in base contact with the mirror.

Evil Deployment



Good Deployment

GAMING TIPS

Good. Make sure that your force has a healthy mix of Khazâd Guard and Iron Guard. This combination will give you survivability, and the will attacks of the Iron Guard will offset the combat penalties the Khazâd Guard face.

Evil. With so many pillars to trap your opponents, it is important to include Moria Goblin Prowlers. If you include one Prowler for every three or four Goblins, you can start to take advantage of the Prowler's *Backstabbers* special rule.



PROWLERS IN THE DARKNESS

Thursday, May 17 – Friday, May 18 • Saturday, May 19, 2007

GW Hobby Centers will run a multipart Modeling Workshop on May 17 and 18, in which you can build columns and mirrors like the ones in this article. On Saturday, May 19, each Hobby Center will run the Prowlers in the Darkness scenario, also from this article.



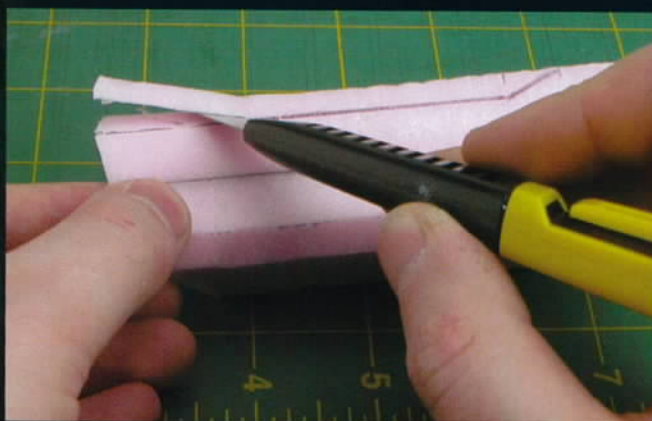
COLUMN AFTER COLUMN

One of the most impressive scenes in *The Fellowship of The Ring* film was when Gandalf's staff illuminated the hundreds of towering columns that supported the halls of the former Dwarven kingdom of Khazad-

Dûm. We asked Promotions Manager Dave Taylor to come up with a quick way to replicate these columns for our Prowlers in the Darkness scenario. He also gave us a cool Dwarven mirror.

Strips of Foam

Use a box cutter to cut 1.5" wide strips of insulation foam from your sheet. Cut these strips into 4-6" lengths. Use white glue (PVA) glue to bond two strips of the same length together. Let this assembly dry for at least 20 minutes.



Cutting Detail

Once the glue sets, draw lines on the column equidistant from each corner as guides to bevel the corners. The photograph shows the best way to cut these corners accurately and safely.



Cardboard Arches

Use the templates below as guides to cut eight arched shapes from thin cardboard. Glue the arches together and glue them to the columns with PVA glue. Use rubber bands to hold everything in place as it dries.

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Basing your Column

As the arches are drying, use PVA glue to attach the column to a 50-mm square base and to attach modeling sand around the base.



Materials

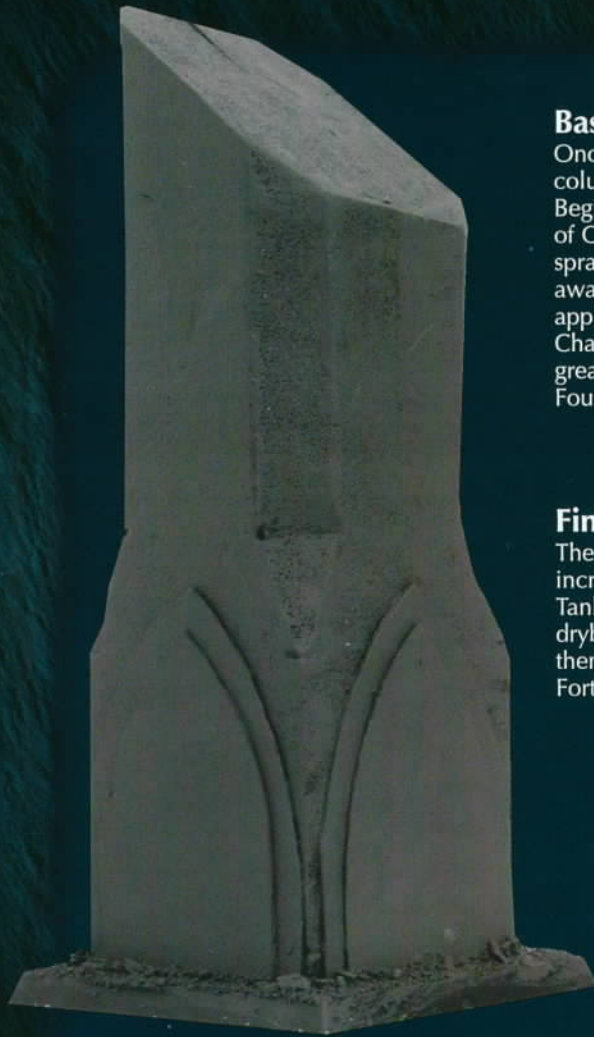
- 3/4" insulation foam (pink foam)
- Thin cardboard
- PVA (white) glue
- 50-mm square bases
- Modeling sand
- Steel rule, cutting mat, box cutter
- Rubber bands
- Paints and brushes

Safety Tip

- *Whenever you use sharp knives, always cut away from yourself. Always make sure there is someone nearby in case of an accident.*

Alternatives

- *Instead of gluing two strips together, you may wish to cut one square strip from a thicker sheet of foam (ordinarily, you can find sheets of foam 2" thick). Dave did it his way, because it was easier (and safer) to achieve straighter edges by cutting through the thinner sheets of foam.*
- *Use hot glue instead of PVA glue. Hot glue will set much more quickly, but you have to be much more careful as well to avoid burning yourself.*

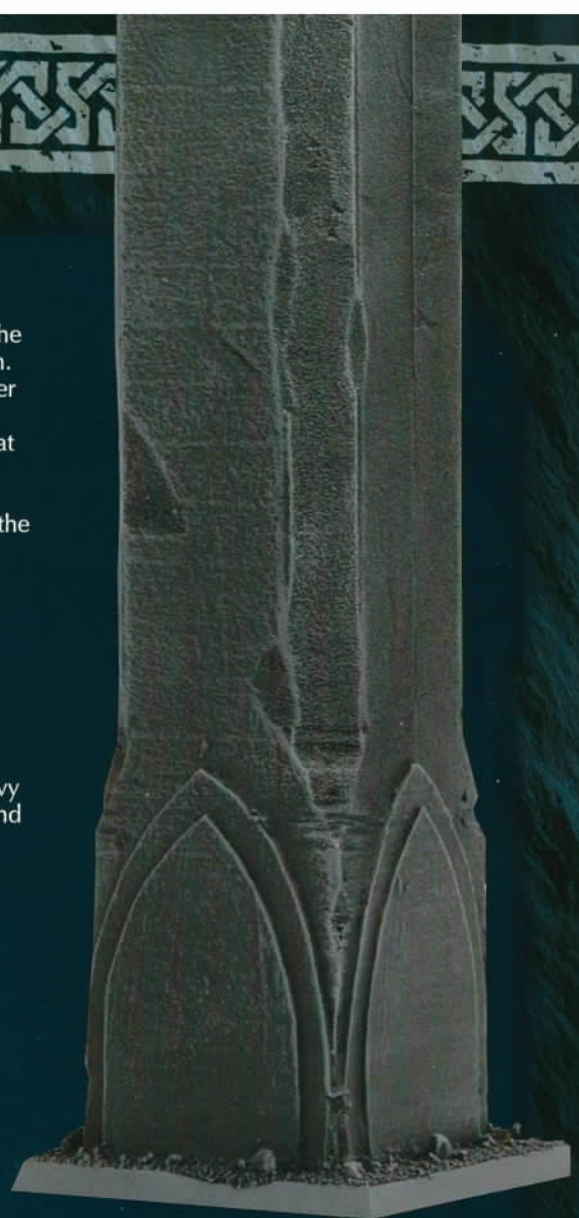


Basecoating

Once the glue sets, paint the columns with a Tank Brush. Begin with a complete layer of Chaos Black (don't use spray primer, which will eat away at the foam). Next apply a single coat of Charadon Granite, one of the great paints from the new Foundation Paint range.

Finishing Touches

The final stages are incredibly easy. Use your Tank Brush to apply a heavy drybrush of Codex Grey and then a light drybrush of Fortress Grey.



POLISHING THE SILVER



Materials

- 25-mm round, 40-mm round, and 50-mm square bases
- Modeling putty (green stuff)
- Sculpting tool
- 1/4" square balsa wood strip
- Paper clips
- Cutting mat, modeling knife
- PVA and super glue
- Modeling sand
- Paints and brushes

Assembling the Mirror

- To create the polished Dwarven mirror, start by flattening a ball of putty in the center of the bottom of a 25-mm round base. Next, apply a thin "sausage" of putty around the rim.
- Smooth the putty into a concave shape with a sculpting tool. Keep the tool wet as you work.

- Before the green stuff dries, give the surface a hammered look by repeatedly pressing the end of a Standard Brush into the putty.
- Glue a piece of paper clip across the back of the 25-mm base and let it dry.
- Cut two 1.5" strips from the balsa wood to act as the supports for the mirror.

- Glue the 40-mm base to the 50-mm base to make a stand for the mirror.
- Once everything is dry, push the balsa wood onto the ends of the paper clip. Glue the other ends to the 40-mm base. Glue modeling sand to the base.