

DUEL ON ZIRAK-ZIGIL

A The Lord of The Rings mini-game

Matthew Ward has designed rules for recreating the final confrontation between Gandalf the Grey and the Balrog on the peak of the mountain of Zirak-Zigil.



"I am a servant of the Secret Fire, wielder of the flame of Arnor."

After the confrontation on the bridge of Khazad-dûm, Gandalf and the Balrog fall into the abyss below. Such is the power within these individuals, the fall is not sufficient to slay them, and their battle continues as they fall into the dark below Moria. After plummeting for what seems to take forever, their descent stops as they plunge into the pool at the bottom of the abyss. Its fire extinguished, the Balrog flees up the Endless Stair, the edifice that connects the deepest depths with the very pinnacle of Zirak-Zigil, with a weary Gandalf in pursuit. The battle continues as the two adversaries approach the summit. On the peak of Zirak-Zigil, the contest is decided as Gandalf draws upon his inner reserves and clashes one last, fatal time with the dark servant of Morgoth.

WHAT YOU WILL NEED

Duel on Zirak-Zigil is played in a circular playing area, 30" (60cm) in diameter. You do not need to create a special board for

this game unless you wish to, simply mark out the boundaries of the playing area onto your gaming board using string.

The Good side has Gandalf the Grey.

The Evil side has the Balrog.

SETUP

The playing area represents the uppermost peak of the mountain Zirak-Zigil, where Gandalf and the Balrog hold their final titanic battle. The peak actually slopes outwards from the centre of the board, which represents the pinnacle of the mountain, but for the sake of simplicity a flat board scattered with rocky outcrops and debris represents this.

The Evil player deploys the Balrog 6"/14cm in from the edge of the board. When he has done so, the Good player deploys Gandalf 6"/14cm in from the edge of the board and immediately opposite the Balrog.

SEQUENCE OF PLAY

1. Priority phase
2. Action phase

THE PRIORITY PHASE

Good automatically has priority on the first turn. On subsequent turns both players roll a dice. The player who rolls the highest score has priority and will act with their model first. If the dice roll is drawn, priority automatically transfers from one side to the other – the side that had priority in the previous turn will always lose it on a tie.

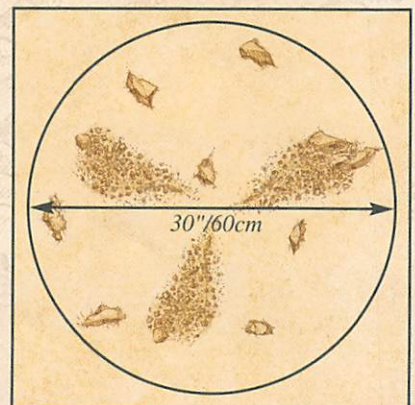
THE ACTION PHASE

There are three different things that each player can do in the Action phase, starting with the player who won priority. These can be done in any order but each can only be done once per turn. Once the player with priority has finished his actions, the other player may act.

1. Move
2. Cast a spell
3. Make a close combat attack

MOVE

Both characters move D6" (2D6cm). This represents both the fact that they are fatigued and the uneven footing on the mountain peak. Characters may never move through other characters or the debris and other terrain features. Should a character roll a '1' whilst rolling for movement, that character has slipped on the treacherous ground and slides down the mountain (see Sliding Down the Mountain).



CASTING A SPELL

Both the Balrog and Gandalf have a small array of magic powers that they can use, and these are detailed on their profiles below. Each character may use a single power at any point during their turn.

CLOSE COMBAT ATTACKS

A character may make a close combat attack if it is in base-to-base contact with its enemy. The Balrog causes 2D6 damage in close combat, whilst Gandalf causes D6 damage on the Balrog.

SLIDING DOWN THE MOUNTAIN

Both Gandalf and the Balrog have come to the peak up the Endless Stair, constructed by the Dwarves long ago. The footing on the mountain itself is difficult and the terrain below the peak is assumed to be too treacherous to easily tread. If a model slides down the mountain as a result of movement they are moved D6" (2D6cm) directly towards the edge of the board.

If a character moves off the playing area for any reason they are assumed to have fallen to their death far below.

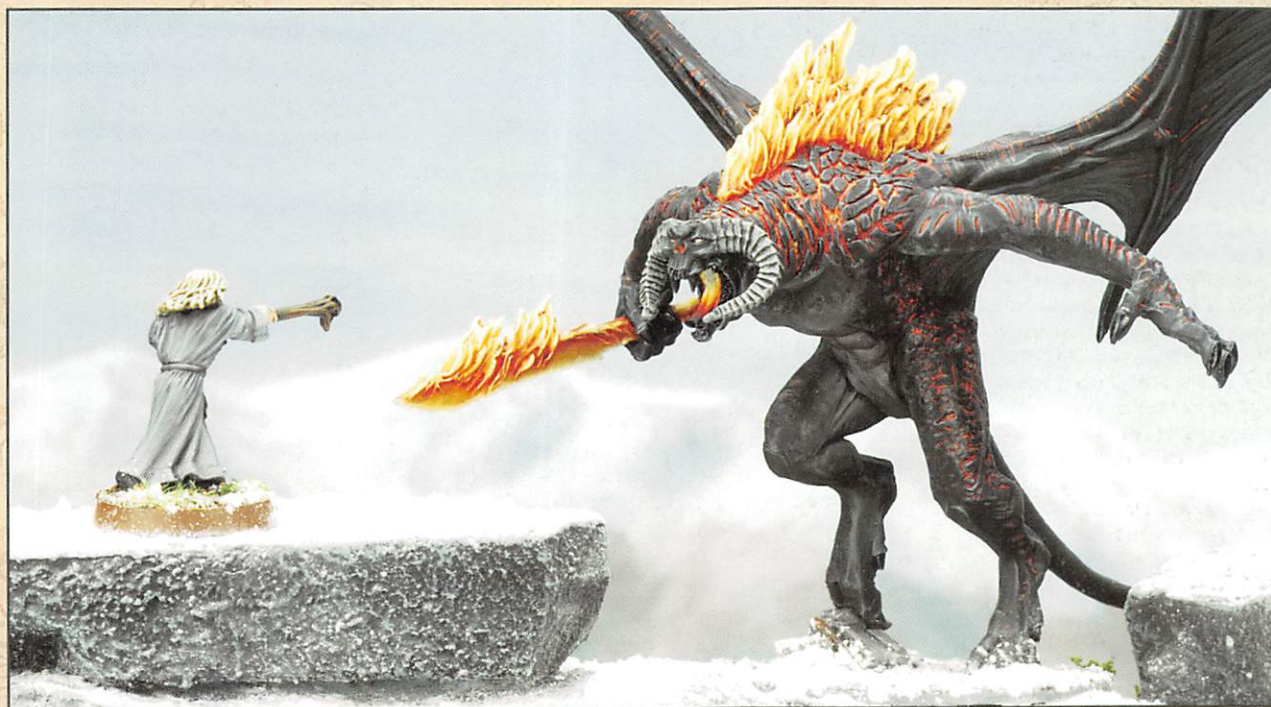
OBJECTIVES

The Good side wins if the Balrog falls off the mountain or is reduced to 0 wounds.

The Evil side wins if Gandalf falls off the mountain or is reduced to 0 wounds.

THE COMBATANTS

GANDALF		BALROG	
Move D6" (2D6cm)	Wounds 20	Move D6" (2D6cm)	Wounds 40
Special Rule 5+ save against each wound suffered.		Special Rule Regenerates a single wound at the end of each turn on a D6 roll of a 5+.	
Magic Powers Gandalf may spend up to 2 Power points each turn. Each point of Power allows him to: <ul style="list-style-type: none"> - Cast a spell (once per turn) - Re-roll a save (once per save) 		Magic Powers The Balrog has 1 Power point per turn. Each point of Power allows it to use one of the following abilities each turn.	
SPELLS Sorcerous Blast. Summoning his reserves of power, Gandalf propels a bolt of pure energy at the Balrog, striking it with great force and knocking it backwards. Range: 6" (14cm) If Gandalf casts a Sorcerous Blast at the Balrog it takes D3 wounds and is pushed backwards D3" (D6cm). Gandalf can cast Sorcerous Blast with an additional point of Power and instead do D6 damage to the Balrog (the Balrog is still only pushed back D3"/D6cm).		SPELLS Stomp The mountain shakes as the Balrog drives his foot into the ground with all his might. Range: Battlefield Gandalf and the Balrog are struck by shards of stray debris and both take D3 wounds.	
Revive Bones re-knit and wounds close as Gandalf focuses his magical energies on himself. Range: Self Gandalf instantly regains D3 wounds. Gandalf can cast Revive with an additional point of Power to instead heal D6 points of wounds.		Flame Breath The Balrog breathes a burning cloud of flame that quickly envelops Gandalf in its folds. Range: 6" (14cm) Gandalf takes D6 wounds.	
		Lash The flickering coils of the Balrog's whip arcs out and drags Gandalf closer to the Balrog. Range 6" (14cm) Gandalf is moved D6" (2D6cm) towards the Balrog.	



Gandalf and the Balrog fight to the death.

We see many fantastic model conversions each year, but none caught our attention quite like this amazing illuminated Balrog, made by our own Daren Parrwood. You may remember Daren's previous The Lord of The Rings dioramas from issue 274.

FROM SHADOW AND FLAME

Daren Parrwood's Light-up Balrog



Daren Parrwood

"The idea came about during a conversation with Fanatic sculptor Mark Bedford last Christmas. We had recently gone to see The Fellowship of The Ring, and had talked in particular about how great the

Balrog looked on screen. We thought it would be a great idea if they produced a model of the Balrog that lit up and the more I thought about it, the more I felt it would be possible for me to make such a model myself.

"Working in the Mould Room meant that I had access to the original moulds used to create the Balrog miniature, and I had also recently produced a clear resin model of Frodo, representing how Frodo looks whilst wearing the One Ring, which gave me the confidence to try and complete such an ambitious task. I talked to a few of the managers in the Studio and they thought it would make a great little project to do.

"It was essentially put together using clear resin cast from the original moulds. It was then coloured with orange to provide the basis for the flame effect. The bulk of the Balrog's body was blacked out to stop the light from escaping out of the entire model, and limiting it to areas of the model, such as the neck and facial features, that appeared to be on fire on the Balrog's body in the film.

"The only part of the model that was built from scratch was the whip, and that was a simple piece of clear resin, coloured in exactly the same manner as the main body of the Balrog.



Daren Parrwood's Balrog in all its illuminated glory

"All in all, it didn't take that long to do, around 2 or 3 days. The only really difficult part was the hollowing of the model to get the lighting fitted. I was really pleased with the reaction to it in the Studio. People were really impressed and asked how I got it to light up so well.

"Right now I'm working on several different things in the Mould Room. I'm

doing the moulds for a couple of things for Forge World at the moment, but I'm finding time to work on my next The Lord of The Rings project, which is going to be a diorama featuring the Riders of Rohan. I'm not going to be doing any illuminated parts, though so I think that this one's going to be pretty straightforward to be honest!"



"To fit the lighting system into the body, parts of the model were hollowed out, not only to provide the space to house the light bulb and wires, but also to allow extra light to shine through the model. The largest amount of hollowing was in the neck, where the light needed to be at its most prominent. The arms also had some hollowing done to them. The lighting system simply consists of a small, single light bulb, positioned in the Balrog's neck, attached to a battery housed in the base of the model. The wires were fed down from the light bulb, through a hollowed-out part of the Balrog's legs, to the base."

"The mouth served a very important purpose on the model. The biggest concern that I had was that if the light was left on for a prolonged period, it would cause the clear resin to melt, distort, or slowly-but-surely warp out of shape. The mouth needed to act as a kind of exhaust vent for any excess heat that would build up in the body of the model. It required quite a bit of extra hollowing out, but it does the job perfectly. When I came to paint it, I blackened out everything but the eyes and nose, so that the light shining out of these points would look more dramatic."



"The base was actually quite time-consuming to do. The flames were initially sculpted using Green Stuff, leaving a gap for the Balrog model to stand in. Once they had set sufficiently they were then cast up and turned into a mould. A clear resin version was then produced and coloured in an identical manner to the rest of the model. I then put a small modelling light bulb underneath the flames, so that when the light was turned on, you would get a nice, warm firelight effect on the Balrog model. Finally, I used a nice, simple wooden base to house the batteries and switch of the lighting system, and to stand the model on."