

THE RECLAMATION



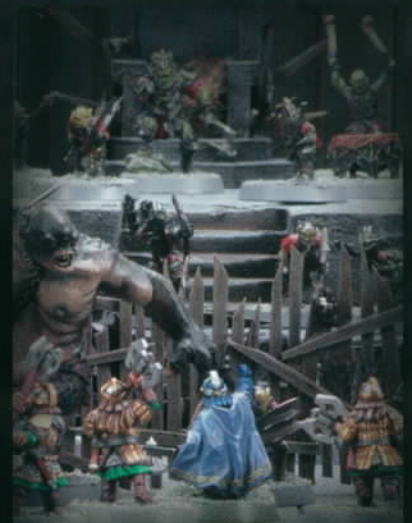
ASSAULT ON THE EASTGATE



BATTLE FOR THE SECOND HALL



KILL THE GOBLIN KING



OF MORIA™

This campaign for The Lord of The Rings Strategy Battle Game sees Balin's Dwarf warriors delving deep into Moria. Too long have Durin's halls been despoiled by Goblins, and the Dwarves seek to restore Khazad-dûm to its former glory.

When Balin set out to reclaim Durin's halls, he found them much changed, infested by creatures of darkness. In the absence of the Dwarves, the mines of Moria had become home to countless Goblins that, despite their fear of the Balrog, had made their lairs in every corner of the underground stronghold. The Dwarf Lord Balin was angered by what he found. Accompanied by a band of proud Dwarven warriors, he struck deep into the mines to confront the ancient foes. 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 mines. There was no sign of

the Balrog, and all hoped this ancient demon had returned to its slumber, never to reawaken.

THE CAMPAIGN

The Reclamation of Moria is a complete campaign consisting of six scenarios. The campaign charts the progress of the Dwarves' expedition through the mines of Moria, years before the Fellowship would tread those same caverns. The first part of the campaign describes the Dwarves' attempt to seek out and kill the Goblin King, Durbûrz. After this quest, they must delve deeper still and confront their greatest fears, for Moria can never be reclaimed while the Balrog remains.

THE RESCUE OF THRÂR



AMBUSH AT KHELED-ZÂRAM



THE LAST STAND



CAMPAIGN SPECIAL

RECOMMENDED FORCES

Each scenario lists the recommended forces, which are chosen from the specified army lists from Legions of Middle-earth. The scenarios thus give you some flexibility in choosing which models to use.

HISTORICAL FORCES

The "historical" forces are specified force lists, representing those Heroes and Warriors from the fateful Moria campaign. The models you will need to re-create the campaign historically are shown to the right.

SCENERY

We used modeled boards for the photographs, but all you need are some rock piles and the scenery from the Mines of Moria boxed set.

THE DWARVES

The sons of Erebor set out in search of revenge and glory. Led by Balin, they will see Moria reclaimed or die trying!



All models at 50%

8 Khazâd Guard

9 Dwarves with Dwarf bows

CAMPAIGN SPECIAL RULES

When playing through the campaign, you will use the forces suggested in each scenario. You will notice that some Heroes must be present in certain scenarios (notably Balin). If these Heroes are killed during a game, the continuity of the campaign could potentially be ruined.

Heroes are supposed to have enough time to rest and heal between one event and the next. Thus, they always recover all the Might, Will, Fate, and Wounds they lost in the previous scenario (as long as the Heroes survived, of course). However, if a named Hero is killed during one game and is set to appear in a later game, roll on the Death of a Hero Table to see what happens.

DEATH OF A HERO

D6 Score	Result
1	The Hero is dead and can take no further part in the campaign. Replace him in further scenarios with a Captain model.
2-5	The Hero has been badly wounded but is still alive. He begins the next game with no Fate Points. If the Hero had no Fate Points to begin with, he begins the next game with 1 less Wound instead.
6	The Hero makes a full recovery and begins the next game as normal.

WINNING THE CAMPAIGN

The player who wins the most scenarios wins the campaign.

Scenario 6, The Last Stand, counts as two victories for the purposes of determining the overall winner.

RULES



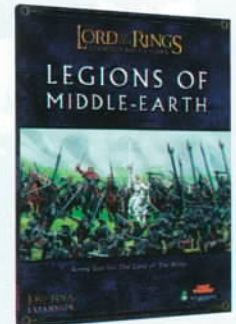
FIND OUT MORE ONLINE!

To learn more about the Mines of Moria and The Lord of The Rings Strategy Battle Game, visit the following web site:

moria.us.games-workshop.com/default.htm

MORIA GOBLINS

The hordes of Moria have dwelt in the gloom for many years and will not easily abandon their lairs.



LEGIONS OF MIDDLE-EARTH

In order to select your army for the Recommended Forces sections of these scenarios, you will need a copy of *Legions of Middle-earth*.

This indispensable guide to the forces of Middle-earth contains 49 army lists, along with a comprehensive allies system, allowing you to create themed armies for all of the major races in The Lord of The Rings Strategy Battle Game.

ALTERNATIVE THEMES

While this campaign is designed with Dwarves and Moria Goblins in mind, you might like to try it out with other forces, such as Rohan, Gondor, or Mordor. In these cases, you could either play the campaign as a straight points match or as a whole new theme with relevant scenery. For instance, Osgiliath

Veterans might attempt to clear the sewers of Orcs; Warriors of Rohan could hunt Uruk-hai in the dungeons of Isengard; or Elves could even descend into the noisome pits of Mordor.



Osgiliath Veteran



The fearsome Balrog will prove to be Balin's ultimate challenge. Will it also be his undoing?

90%

ASSAULT ON THE EASTGATE

Balin's scouts are within sight of the Eastgate – the battle to reclaim their ancestral realm has begun!

RECOMMENDED FORCES

GOOD

- Up to 200 points worth of models chosen from the Erebor army list. You may include up to one Hero. Up to 33% of these models may carry bows.

EVIL

- Up to 200 points worth of models chosen from the Moria army list. You may include up to one Hero. Up to 33% of these models may carry bows.

HISTORICAL FORCES

GOOD

- Flói, Dwarf Captain with shield
- 15 Dwarf Warriors: 6 with Dwarf bows, 6 with shields, and 3 with two-handed axes

EVIL

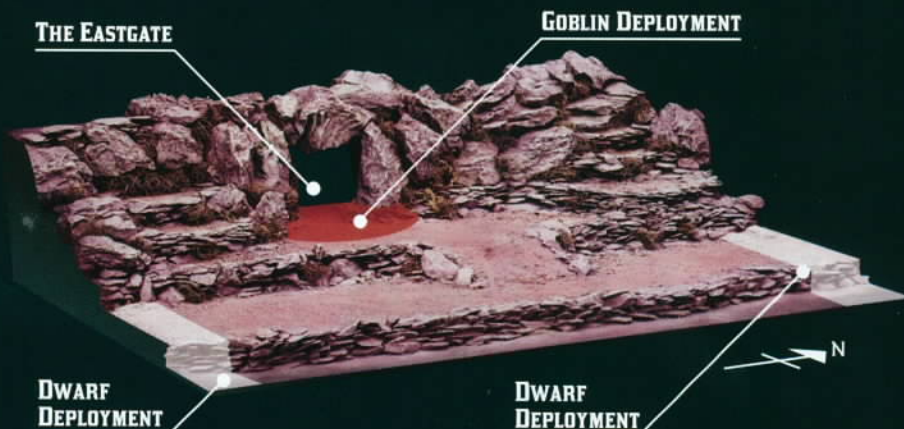
- 24 Moria Goblins: 8 with Orc bows, 8 with shields, and 8 with spears
- 2 Bat Swarms

SCENARIO SET UP

The game is played on a board 48"/112 cm x 24"/56 cm, representing the main eastern gateway to Moria. The gate itself is in the middle of the western board edge. The playing area is covered with plenty of hills and climbable cliffs (see map).

STARTING POSITIONS

The Good player divides his force into two groups with an equal number of models in each. He deploys one group within 3"/8 cm of the northern board edge and the other within 3"/8 cm of the southern board edge. The Evil player then deploys his entire force within 6"/14 cm of the gate.



SPECIAL RULES

Unstable Footing. The slopes of the mountain are covered with loose scree, making footing incredibly treacherous. All Jump and Climb Tests taken by models other than Moria Goblins suffer a -1 penalty.

OBJECTIVES

The Good side wins if at least 25% of the Good models exit the board through the gate. The Evil side wins in any other eventuality.

BATTLE FOR THE SECOND HALL

Balin and his followers drive deeper into the mines, only to be met by ever-greater resistance.

SCENARIO SET UP

The game is played on a 48"/112-cm square board, representing a great hall within Khazad-dûm. The playing area is covered with plenty of pillars.

STARTING POSITIONS

The Good player deploys Balin and up to 12 additional models within 6"/14 cm of the center of the board. The remainder of the Good force is then deployed within 3"/8 cm of the eastern board edge. The Evil player then deploys two Cave Trolls within 6"/14 cm of Balin and the remainder of his force within 3"/8 cm of the western board edge.

DWARF
DEPLOYMENT

BALIN'S
DEPLOYMENT

GOBLIN
DEPLOYMENT

SPECIAL RULES

Stygian Gloom. This hall is dark, even by the standards of Goblins and Dwarves. Due to the reduced visibility, models may not shoot at targets more than 12"/28 cm away. However, because it is harder to avoid a shot in the dark, all Shooting attacks receive a +1 bonus on the roll to wound.

OBJECTIVES

The first side to reduce its opposition to a quarter (25%) of its original numbers at the end of any turn wins the game. If Balin is slain, the best result the Good side can achieve is a draw. If Durbûrz is slain, the best result the Evil side can achieve is a draw.

RECOMMENDED FORCES

GOOD

- Balin with Durin's Axe
- Up to 400 points worth of models chosen from the Erebor army list. You may include up to one additional Hero. Up to 33% of these additional models may carry bows.

EVIL

- Durbûrz
- 2 Cave Trolls with Troll chains
- Up to 250 points worth of models chosen from the Moria army list. You may include up to one additional Hero. Up to 33% of these additional models may carry bows.

HISTORICAL FORCES

GOOD

- Balin with Durin's Axe
- Flói, Dwarf Captain with shield
- Buri, Dwarf Captain with shield
- 6 Khazâd Guard
- 17 Dwarf Warriors: 6 with Dwarf bows, 6 with shields, 3 with two-handed axes, and 2 with banners

EVIL

- Durbûrz
- 1 Moria Goblin Shaman
- 2 Cave Trolls with Troll chains
- 24 Moria Goblins: 8 with Orc bows, 8 with shields, and 8 with spears
- 2 Bat Swarms



KILL THE GOBLIN KING

After days of intense fighting, the Dwarves have arrived at the Goblin King's Lair and are preparing themselves for the final assault.

RECOMMENDED FORCES

GOOD

- 1 Dwarf Captain
- Up to 175 points worth of models chosen from the Erebor army list. You may not include any more Heroes. Up to 33% of these additional models may carry bows.

EVIL

- Durbûrz
- Up to 200 points worth of models chosen from the Moria army list. Up to 33% of these models may carry bows.

HISTORICAL FORCES

GOOD

- Dwarf Captain
- 8 Khazâd Guard
- 12 Dwarf Warriors: 4 with shields, 4 with bows, and 4 with two-handed weapons

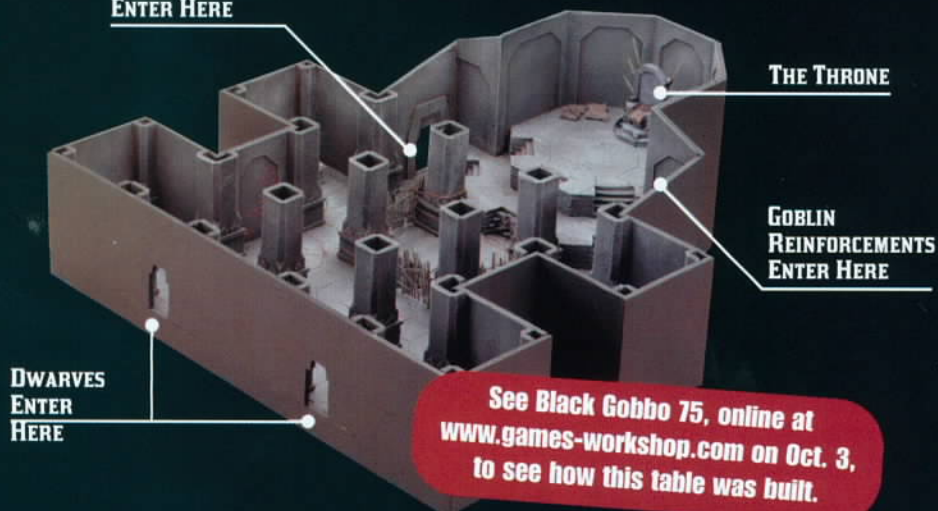
EVIL

- Durbûrz
- 1 Moria Goblin Captain with hand weapon
- 12 Moria Goblins: 4 with spears, 4 with Orc bows, and 4 with shields
- 1 Cave Troll with Troll chain
- 1 Moria Goblin Drum

SCENARIO SET UP

This game will require a Goblin throne room, covering an area roughly 36"/84 cm square. The fighting area should be quite tight, with lots of pillars and alcoves, as shown.

GOBLIN REINFORCEMENTS ENTER HERE



See Black Gobbo 75, online at www.games-workshop.com on Oct. 3, to see how this table was built.

SPECIAL RULES

Endless Horde. There are Goblins without number in the deep dark of Moria. To represent this fact, 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 die for each dead Goblin. On the roll of a 3+, 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 is removed from play.

OBJECTIVES

The Good side wins when Durbûrz is killed. The Evil side wins if all the Dwarves die. If Durbûrz has been killed earlier, the Dwarves win, unless the Goblins can wipe them out, in which case the game is a draw. If Durbûrz survives, then the Evil player may use him in the later scenarios for free, until he is slain.

THE RESCUE OF THRÁR

SCENARIO 4

In the aftermath of the assault on the throne room, Balin's scouting parties come under attack. Balin must mount a daring rescue.

SCENARIO SET UP

The scenario is played on a board 48"/112 cm square. As this scenario takes place in the depths of Moria, there should be plenty of rocky outcrops and rubble.



STARTING POSITIONS

The Good player first of all takes three pieces of paper and writes Thrár's name on one. He then passes the pieces of paper (face down) to the Evil player who places each piece next to some rubble or another suitable terrain feature. No piece of paper may be within 6"/14 cm of another. These places represent where Thrár may be hiding from the Goblin searchers. In this way, neither player should know where Thrár is hiding, but the papers will give some idea – the Dwarves roughly know where he is, and the Goblins will be using their darkness-honed senses to sniff him out.

The Evil player then deploys his force within the Goblin deployment area (see map).

Finally, the Good player deploys Balin and the Khazád Guard within their deployment area.

SPECIAL RULES

Thrár. The hidden Dwarves are not deployed at the start of the game. When a model from either force comes within 6"/14 cm of a piece of paper, it is turned over. If Thrár's name is on the paper, then the Good player may place Thrár and the two Dwarves with shield within 1"/2 cm of the piece of paper. If the paper is blank, simply remove it from the game – Thrár is elsewhere.

OBJECTIVES

The Good side wins if it manages to kill all of the Evil force or drive them from the field. If the Balin or Thrár is slain, the Evil side wins. If both sides meet their victory conditions in the same turn, the game is a draw.

RECOMMENDED FORCES

GOOD

- Thrár, Dwarf Captain
- 2 Dwarf Warriors with shields
- Up to 250 points worth of models chosen from the Erebor army list. You may include up to one Hero. Up to 33% of these models may carry bows.

EVIL

- Up to 200 points worth of models chosen from the Moria army list. You may include up to one Hero. Up to 33% of these models may carry bows.

HISTORICAL FORCES

GOOD

- Balin with Durin's Axe
- Thrár, Dwarf Captain
- 8 Khazád Guard
- 2 Dwarf Warriors with shields

EVIL

- 1 Moria Goblin Captain with hand weapon
- 18 Moria Goblins: 6 with Orc bows, 6 with shields, and 6 with spears
- 1 Moria Goblin Drum

AMBUSH AT KHELED-ZÂRAM

Assured of victory, Balin goes to gaze in the waters of Kheled-zâram as Durin once did. It is a journey from which he may not return.

RECOMMENDED FORCES

GOOD

- Balin with Durin's Axe
- Up to 300 points worth of models chosen from the Erebor army list. You may include up to one Hero. Up to 33% of these additional models may carry bows.

EVIL

- Up to 400 points worth of models chosen from the Moria army list. Up to 33% of these models may carry bows.

HISTORICAL FORCES

GOOD

- Balin with Durin's Axe
- 8 Khazâd Guard
- 17 Dwarf Warriors: 6 with Dwarf bows, 6 with shields, 3 with two-handed axes, and 2 with banners

EVIL

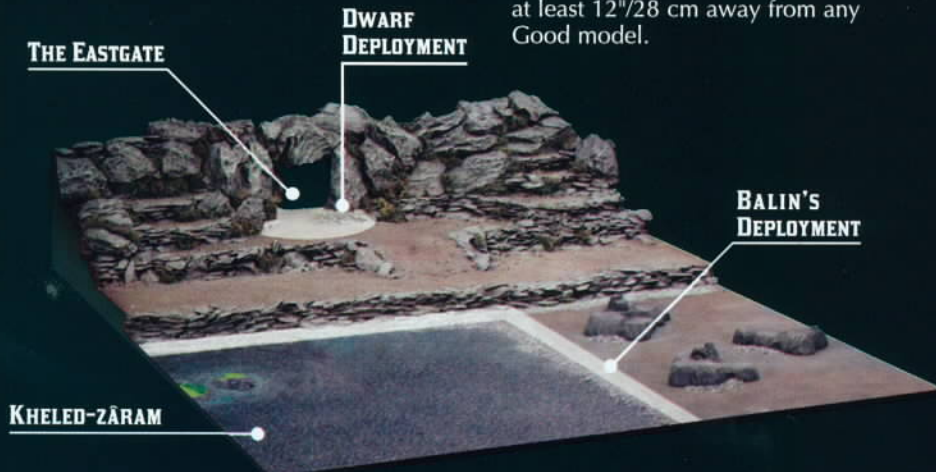
- 1 Moria Goblin Shaman
- 36 Moria Goblins: 12 with shields, 12 with spears, and 12 with Orc bows
- 1 Moria Goblin Drum
- 2 Bat Swarms

SCENARIO SET UP

The game is played on a board 48"/112 cm square, representing the Eastgate and the shores of Kheled-zâram. The playing area is covered with plenty of hills and climbable cliffs (see map).

STARTING POSITIONS

The Good player deploys Balin and up to six additional models in base contact with the water's edge. The remainder of the Good force is then deployed within 4"/10 cm of the gate. The Evil player then deploys his entire force anywhere on the board, at least 12"/28 cm away from any Good model.



SPECIAL RULES

Ambush! Balin has been taken unawares by the Goblin attack and, though his bodyguard rushes out to defend him, the Dwarf king has lost initiative to the Goblins. Evil has priority in the 1st turn.

Unstable Footing. The slopes of the mountain are covered with loose scree, making footing incredibly treacherous. All Jump and Climb Tests suffer a -1 penalty.

OBJECTIVES

The Good side wins if Balin exits the board through the Eastgate. Any other result is an Evil victory.

If Balin survives unscratched, then you may use him for free in the final scenario. However, if he suffers even a single wound he succumbs to Goblin poison and dies.

THE LAST STAND

The Goblins have regrouped, and the plight of the Dwarves grows ever more desperate – the Balrog has awakened!

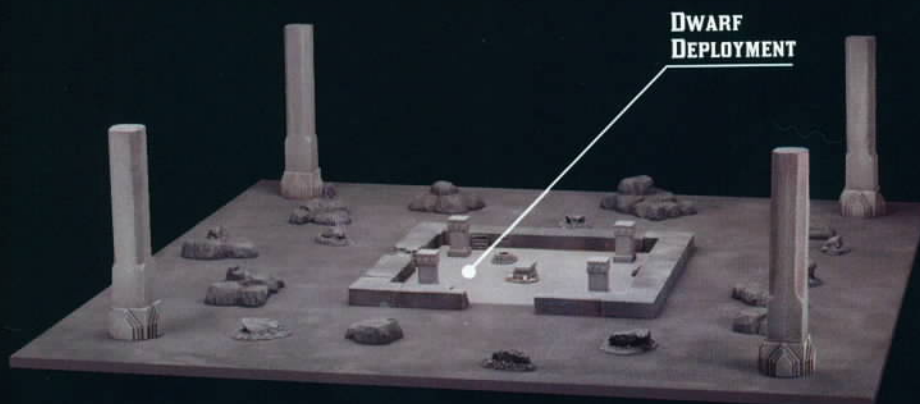
SCENARIO SET UP

The scenario is played on a board 48"/112 cm square, with an 18"/42-cm square tomb chamber in the center.

A Balin's Tomb model is placed in the dead center.

STARTING POSITIONS

The Good player deploys his entire force anywhere within the tomb chamber. The Evil force is kept to one side and will be available as reinforcements later on in the game.



SPECIAL RULES

No Mercy! The Dwarves will not easily let Balin's Tomb be overrun (if Balin is still alive, the tomb represents that of an ancient Dwarf Lord instead). The tomb counts as a Dwarf banner bearer in this scenario.

The Goblin Horde. At the start of each Evil Move Phase, the Evil player rolls 2D6 – the result is the number of Evil models that can be placed on any board edge. They can be chosen from any models that have not yet entered play, though the Balrog may not arrive until all other models have entered play. Models may not charge in the turn they arrive but may otherwise act normally.

OBJECTIVES

The Good side wins if the Evil force is reduced to 25% of its starting numbers before the Dwarves are eliminated. The Evil player wins in any other event.

CAMPAIGN CONCLUSION

Balin's campaign was not the last time Moria saw conflict. Some 30 years later, the Fellowship of The Ring trod the same path. Their adventures are charted in the Mines of Moria boxed set, where the fate of Middle-earth hangs in the balance!

RECOMMENDED FORCES

GOOD

- Up to 750 points worth of models chosen from the Erebor army list. You may include up to five Heroes. Up to 33% of these models may carry bows.

EVIL

- The Balrog
- Up to 350 points worth of models chosen from the Moria army list. You may include up to one Hero. Up to 33% of these additional models may carry bows.

HISTORICAL FORCES

GOOD

- Buri, Dwarf Captain with shield
- Nari, Dwarf Captain
- Morin, Dwarf Captain with two-handed axe
- Thalín, Dwarf Captain with two-handed axe
- Frár, Dwarf Captain
- 8 Khazâd Guard
- 25 Dwarf Warriors: 9 with Dwarf bows, 10 with shields, 5 with two-handed weapons, and 2 with banners

EVIL

- The Balrog
- 36 Moria Goblins: 12 with shields, 12 with spears, and 12 with Orc bows
- 1 Moria Goblin Drum
- 2 Bat Swarms