

ATTACK ON THE EAST GATE

50-50

The invasion of Khazad-dûm has begun and thousands of Moria Goblins are amassing to storm through the East Gate. Already Goblin scouts race to open the gates, letting their comrades in. Victory in this scenario goes to the player who controls the winches and pulleys that enable the gates to swing open and closed.

Although Durin's Tower is a shattered ruin, the warriors of Khazad-dûm are triumphant. The Dragon Gathamaur has been driven off, wounded by the axes of the Dwarves. Any thoughts of celebration are cut short, however, for a new threat has manifested itself — Goblins. Moving like a plague across the Misty Mountains hordes of these 'lesser Orcs' are seeking to invade Khazad-dûm. Battles rage across the valleys and slopes as Dwarf Rangers launch ambushes, and kinbands and slopes as Dwarf Rangers launch ambushes, and kinbands guard trade routes and mountain roads. In most of these open battles, the Goblin warbands are put to flight by the disciplined Dwarf kinbands, though the Dwarves pay a high price for these victories. Despite their own losses, the Goblins persist as though they are driven by some greater force.

Khazad-dûm is protected from outside enemies by two great gates, one in the west, the other in the east. These mighty portals were constructed back when the Dwarves and Elves were firm friends and no foe has ever breached them. Knowing that should the Dwarves seal these gates from within, any full-scale invasion would be impossible, the Goblin vanguard scours the mountain-side for another way into Khazad-dûm.

Soon Goblin scouting parties locate the great windows cut through the sides of the mountains that bring air and light into Khazad-dûm. Goblin raiders infiltrate the Dwarves' underground kingdom through these portals, rushing to capture the gatehouses from within and prevent Khazad-dûm's mighty doorways being sealed. For their part, the guardians of the east-gate ready themselves for the fight, knowing if they can keep the mighty doors sealed long enough, their kinsmen will come to their aid.

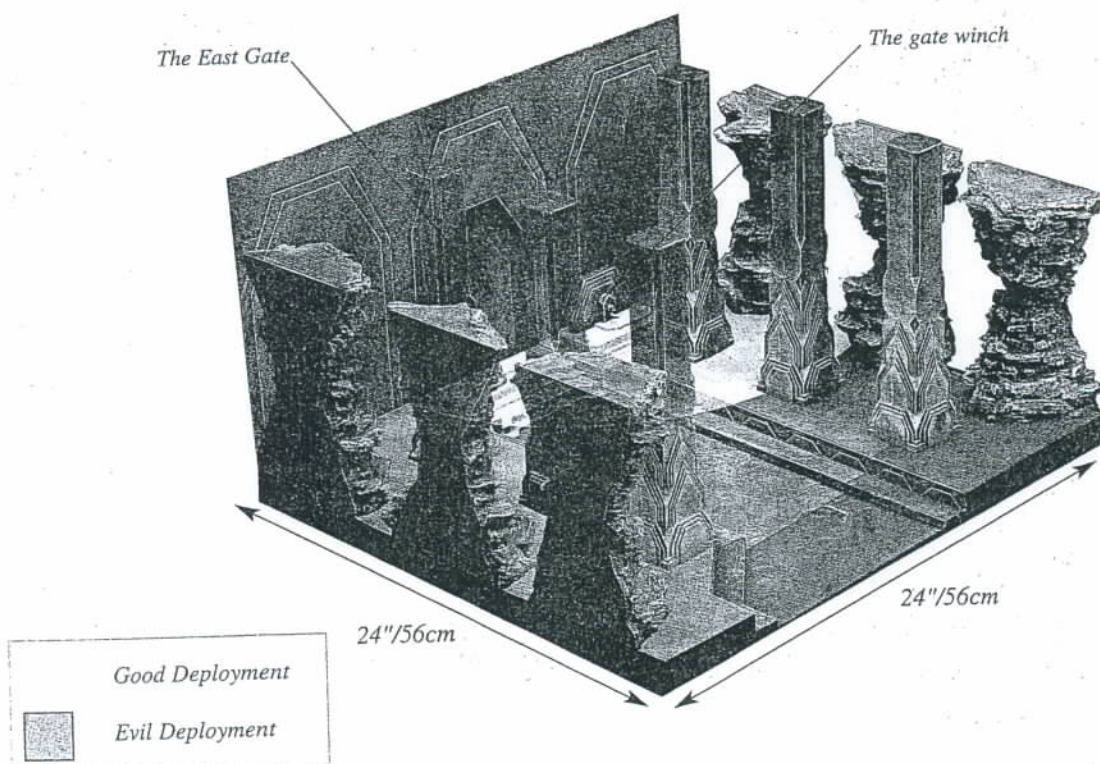
PARTICIPANTS

GOOD

- Up to 200 points worth of models chosen from the Khazad-dûm army list (see page 22). You must include one Hero with no more than 2 Wounds. Up to 33% of the models selected may carry a bow.

EVIL

- Up to 150 points worth of models chosen from the Moria army list (see page 38). You may include up to two Heroes. Up to 33% of the models selected may carry a bow.



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The Goblin vanguard race to open the East Gate.

LAYOUT

This scenario is played on a board 24"/56cm by 24"/56cm, representing the entrance hall of the East-gate. The hallway is a great cavern lined with numerous pillars. Within 6"/14cm of one board edge is a winch to open the great East Gate (see map).

STARTING POSITIONS

The Good player deploys his force anywhere within 12"/28cm of the winch. The Evil player then deploys his force within 6"/14cm of the opposite board edge.

OBJECTIVES

The player that controls the gate winch at the end of the game (see special rules) wins the scenario. If neither player controls the winch when the game ends, it is a draw.

SPECIAL RULES

The Gate Winch. A piece of skilled Dwarven workmanship, the winch is both strong and durable. While secret words must be spoken from the outside to gain access, the winch is capable of quickly opening the East Gate with a few swift turns from within. A model is considered to be controlling the winch if it is in base contact with it, and there are no enemy models also touching it.

Ending the Scenario. The Dwarves guarding the gate have sounded the alarm and reinforcements may arrive at any time. Starting in turn eight, before rolling for priority, roll a D6 and consult the following table to see if the game suddenly ends.

	Turn 8	Turn 9	Turn 10+
Game ends on:	6	4+	2+

The Goblin Swarm. Though the Goblins have not yet brought their full numbers to bear, there are still scores of them sneaking through the corridors and passageways of Moria on their way to open the door. Any time an Evil Warrior is slain, put the model to one side. At the end of the following Evil move phase it may re-enter play, from the west board edge, on a dice roll of a 4+. If the roll is failed, the model may not attempt to re-enter again. Newly arrived models may act normally, but may not charge on the turn they arrive.

The Evil force is considered broken at the start of any turn in which only half of its starting number (10 models, using the historical participants) are in play.

RECOMMENDED PARTICIPANTS

GOOD

- Barvi – Dwarf Captain with shield
- 12 Dwarf Warriors: 4 with shields, 4 with Dwarf bows and 4 with two-handed weapons
- Dwarf Warrior with banner

EVIL

- Brukh – Moria Goblin Captain
- Urgakh – Moria Goblin Captain with bow
- 6 Moria Goblin Prowlers: 2 with shields, 2 with Orc bows and 2 with two-handed weapons
- 12 Moria Goblin Warriors: 4 with shields, 4 with spears and 4 with Orc bows

THE BATTLE OF BARAZINBAR DEEPS

This is the largest battle ever fought within the Kingdom of Khazad-dûm, pitting the greatest living Dwarf and his most trusted followers against the might of the Balrog and the Goblin hordes. Though hope is slim, Durin and his army stubbornly stand before the Balrog, ready to fight to the death for their kingdom.

Following the Goblin attack on the East Gate, thousands of Goblins and hundreds of Dwarves were slain in a series of terrible battles that raged deep in the lowest mines and darkest tunnels of Khazad-dûm.

Soon the Goblins are all but destroyed, scattered into dismal corners and forgotten caverns by the Dwarves, and Durin's folk can once again turn their attention back to gathering Mithril and repairing their kingdom. While delving in the Barazinbar mines, following a rich vein of Mithril, Dwarf miners awake an evil that few in Middle-earth have the power to resist. How a Balrog came to be below the Misty Mountains, and how the Dwarves discovered it, can never truly be answered. All that is clear is the destruction wrought as the demon, roused from its ages-long slumber, turned its malice against Durin's folk. Rising from the depths of Moria's mines, the Balrog brutally slew all in its path and now threatens to tear the Kingdom of Khazad-dûm asunder.

The scattered remnants of the Goblin invasion emerge from hiding and flock to the Balrog, drawn by its malign power. To the sinister beat of drums, the Goblins follow in the Balrog's wake and advance on the warriors of King Durin, eager to share in the ruination of the Dwarf kingdom. A small band of Dwarf Rangers is sent to delay the approaching Goblins while Durin's force fights the Balrog. Too late, the Dwarves realise their doom

is at hand. Rallying to their king, the kinbands muster once more at the Barazinbar Deeps – the greatest of all Moria's mines – to meet the Balrog and its followers in a battle that will decide the fate of Khazad-dûm forever.

PARTICIPANTS GOOD

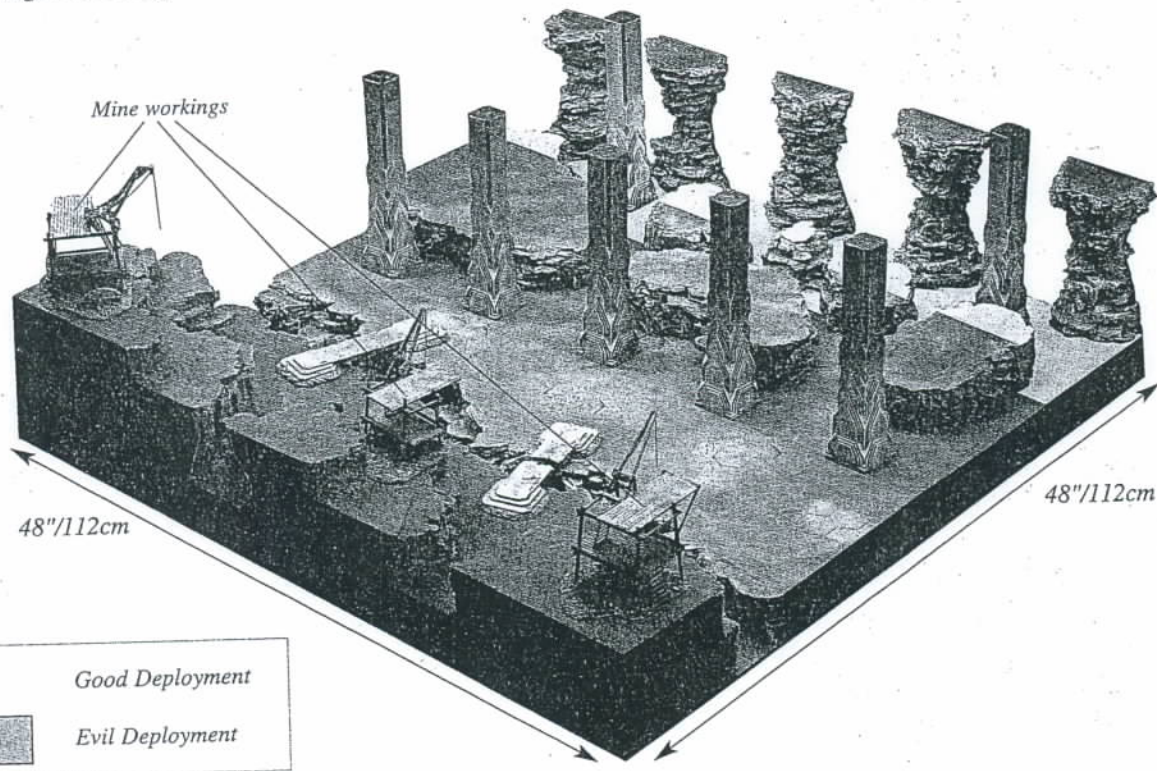
- Durin
- Mardin
- Up to 750 points worth of models chosen from the Khazad-dûm army list (see page 22). You must include at least one Hero. Up to 33% of the models selected may carry a bow.

EVIL

- The Balrog
- Up to 600 points worth of models chosen from the Moria army list (see page 38). You must include at least one Hero. Up to 33% of the models selected may carry a bow.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the Barazinbar Deeps. The west edge is made up of roughly hewn tunnels, still in the process of being excavated, while the east is covered with all manner of mine workings, corridors and raised platforms.



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Durin meets his destiny in the Barazinbar deeps.

STARTING POSITIONS

The Good player selects twelve Warriors to act as reserves, and deploys the rest of his force and three mirrors within 12"/28cm of the west board edge. The Evil player deploys the Balrog within 12"/28cm of the east board edge. Any other Evil models are held in reserve. The Evil player may also position three Secret Entrances anywhere on the board.

OBJECTIVES

Both forces are seeking to eradicate the other and nothing less than annihilation will suffice. The first force to eliminate the other completely is victorious.

SPECIAL RULES

Total Disdain. The Balrog has no regard for the Moria Goblins that advance in its wake, neither valuing their efforts, nor resenting their presence. Completely indifferent to their company, the Balrog is equally willing to step on a Goblin in its path as to avoid it. The Balrog is not considered Broken when the Moria Goblins are reduced to half of their starting number. In turn, it may not benefit from other models' heroic actions.

The Goblin Horde. Behind the advancing Balrog approach hordes of Moria Goblins. A small band of Warriors is tasked with delaying the Goblins, but they are swiftly forced to fall back in the face of such overwhelming numbers. Each turn, at the end of his Move phase the Good player rolls a D6. On the score of a 4 or more the reserves have arrived – move them onto the board from either the north or south board edges (controlling player's choice). In the following turn, the remainder of the Evil army will arrive in pursuit of the Dwarves – move it into play from the same board edge at the end of the Evil Move phase. Any Evil models (except Trolls) may enter by the secret entrances at this point, if the Evil player wishes. Newly arrived models may act normally, but may not charge.

RECOMMENDED PARTICIPANTS

GOOD

- Durin – King of Khazad-dûm
- Mardin
- Dwarf Captain with shield
- 26 Dwarf Warriors: 8 with shields, 8 with Dwarf bows, 8 with two-handed weapons and 2 with banners
- 9 Khazâd Guard
- 6 Iron Guard
- 3 Vault Warden Teams
- 2 Dwarf Ballistas
- 12 Dwarf Rangers: 4 with two-handed weapons, 4 with Dwarf longbows and 4 with throwing weapons

EVIL

- The Balrog
- 1 Moria Goblin Captain
- 1 Moria Goblin Captain with bow
- 2 Moria Goblin Shamans
- 48 Moria Goblin Warriors: 16 with shields, 16 with spears and 16 with Orc bows
- 6 Moria Goblin Prowlers: 2 with two-handed weapons, 2 with Orc bows and 2 with shields
- 2 Cave Trolls
- 3 Bat Swarms
- Moria Goblin Drum

