

SCENARIOS

In this book are included seven scenarios which provide all the information needed to set up and play games with the Heroes and Warriors presented in other parts of the book. Important notes regarding the scenarios can be found on page 63 of *The Fellowship of the Ring* rules manual and on page 93 of *The Two Towers* rules manual – it is probably a good idea to read them carefully before starting to play through the scenarios in this book.

LINKING SCENARIOS 1-4 TOGETHER

Once you have played the first four scenarios as stand-alone battles, you might want to play them as part of a mini-campaign where they are linked together then the results of one scenario will affect the forces that take part in the next.

We assume then that the Dwarf force attempting to capture Moria is comprised of Balin, 3 Captains (which we will call Óin, Ori and Frár), 12 Khazâd Guards and 50 Dwarf Warriors. This is obviously fewer Dwarves than there would have been there in 'reality', but it works in gaming terms.

The players will then play through all the scenarios, and the Good side's participants will change to:

Scenario 1: Up to 1 Hero and up to 16 Warriors (at least 4 armed with Dwarf bows).

Scenario 2: Up to 3 Heroes and up to 32 Warriors.

Scenario 3: Up to 2 Heroes and up to 14 Warriors.

Scenario 4: All remaining Heroes and Warriors.

Remember that the Heroes category includes both Balin and the Dwarf Captains, while the Warriors category includes both Dwarf Warriors and Khazâd Guards.

The equipment of the Captains and Dwarf Warriors is up to the player, but the total of models armed with Dwarf bows should never go above a third of the force.

If a Dwarf model is killed in a scenario, he cannot be fielded in any of the successive scenarios. For example, if Ori takes part in Scenario 2 and is killed, then he cannot be fielded in Scenario 3 and 4. If three Khazâd Guard are killed in Scenario 1, only nine will be left available to the Dwarf player to field in Scenario 2, and so on.

If Balin is killed during a scenario, a Captain will take his place in the subsequent scenarios.

Heroes are supposed to have enough time to rest and heal between one event and the next, so they always recover all Might, Will, Fate and Wounds they have lost in the previous scenario, as long as they survived.

SCENARIO 1 – THE EASTGATE

Description

It has been a long road from Erebor, but Balin has led us here safely and our reclamation of Moria has begun. Though the Goblins seem complacent in their occupation of Moria, they still patrol the gates and could raise the alarm to end our quest before it has truly begun. To avoid this, Balin has decided to lead a small force to capture the gatehouse and thus secure our entrance to Khazad-dûm.

This scenario re-enacts the vanguard of Balin's Dwarven army assaulting the entrance to Moria in an attempt to gain a foothold. If the vanguard is successful, it will enable the rest of the Dwarf force to enter and reclaim their ancestral home. If the vanguard fails, the Goblins will be able to mount a defence at the very edge of the underground realm and the Dwarves will find their assault that much harder. Unfortunately, Balin and his comrades have been discovered by a Goblin patrol that now attempts to hold up the assault until they can sound the alarm. Can the Dwarf scouts intercept the patrol before the Goblins bring greater numbers to bear?

Participants

On the Good side is Balin, 4 Khazâd Guard, 4 Dwarves with axes and shields, 6 Dwarves with axes and Dwarf bows, and 2 Dwarves with two-handed axes. Balin may not be given Durin's Axe in this scenario, as he has not yet found it.

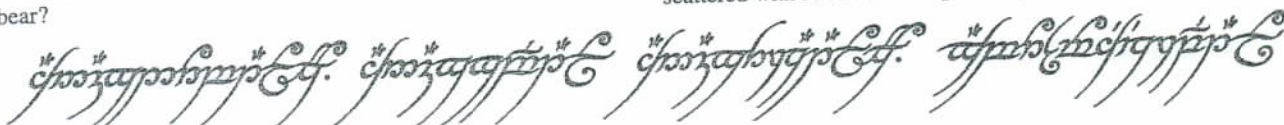
On the Evil side are 2 Moria Goblin Captains, 8 Moria Goblins with spears, 8 Moria Goblins with swords and shields and 8 Moria Goblins with Orc bows.

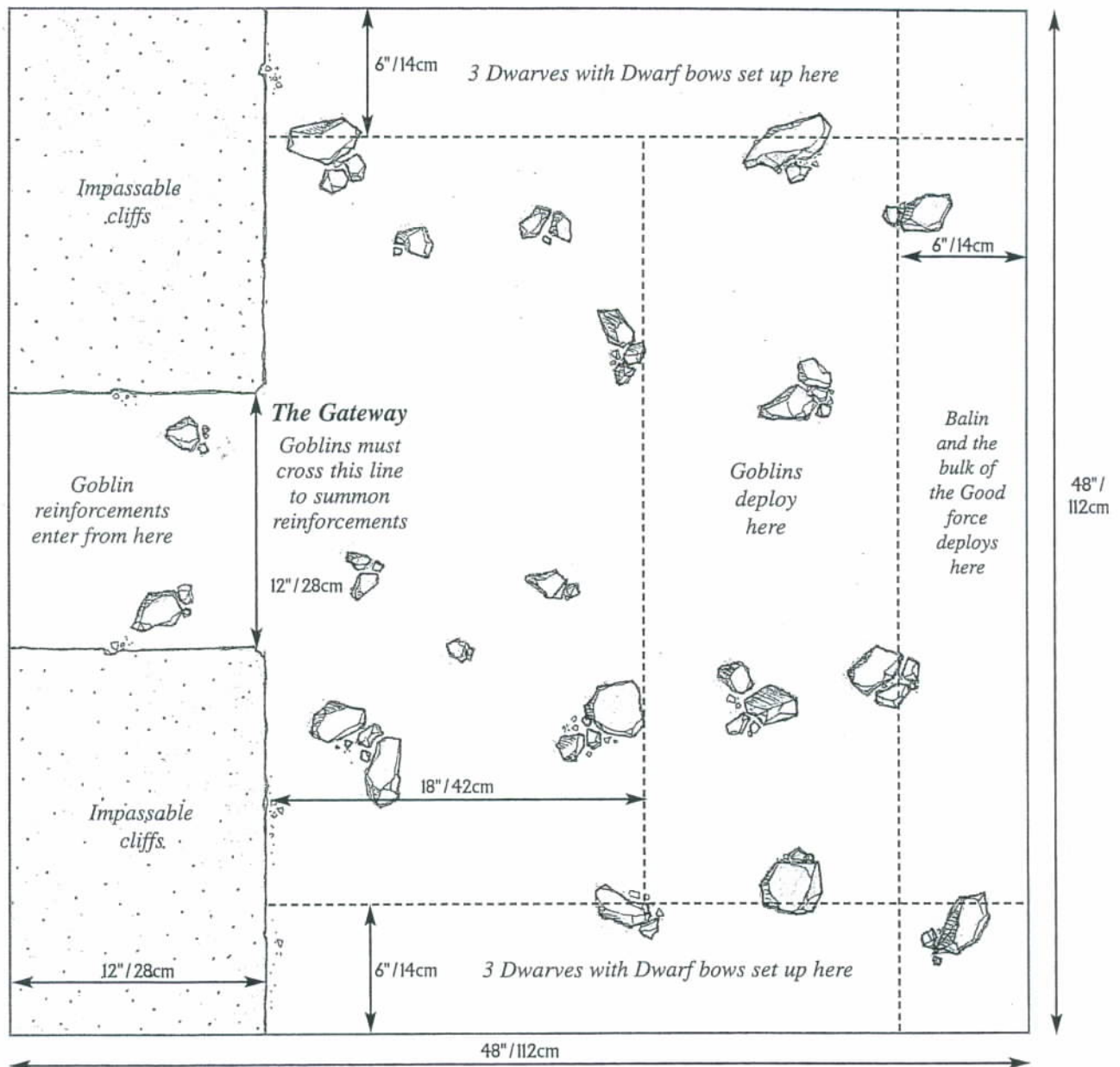
Points Match

If you want to fight this battle with different forces, choose 200 points of troops for each side. Each side can include a maximum of two Heroes, and neither side may have more than a third (33%) of its models armed with bows.

Layout

The game is played on a 48"/120cm x 48"/120cm table. On one side is the gateway to Moria itself. The rest of the playing area is scattered with rocks and scraps of vegetation (see map).





Starting positions

The Evil player divides his force into two equal groups, one to represent the patrol and the other to act as the reinforcements. Each group must be led by one of the Moria Goblin Captains and must include the same number of warriors. The patrol may be deployed anywhere but no closer than 18"/42cm from the cliff (see map). The remaining Goblins are set to one side and may be available to the Evil player as reinforcements.

The Good player then deploys three Dwarves with Dwarf bows within 6"/14cm of each side table edges. The remainder of the Good force then deploys within 6"/14cm of their table edge.

Objectives

The Good side wins if Balin and at least four Dwarves leave the table through the Gateway. The Evil side wins if Balin is killed or it kills enough of the Good side to prevent it accomplishing its objectives.

Special Rules

Reinforcements. The patrol must get one Goblin back through the Gateway to sound the alarm to receive reinforcements. Once the Evil player moves a model through the Gateway, the alarm has been sounded and reinforcements will begin to arrive. In each subsequent turn, after the Evil player has finished moving all of his models, he must roll a dice for each of the Evil models that have not been deployed at the beginning of the game. On a result of a 4 or more, the model immediately moves on the table from the Moria table edge (ie, from within the Gateway). Note that Might cannot be used to modify the result of a Reinforcements roll.

The Moria Goblins only need to start taking Courage tests once half of the entire Evil force is destroyed, not half of the guarding force.

Balin and his Dwarves do not have to take Courage tests, such is their determination to reclaim Moria.



SCENARIO 2 – BATTLE FOR THE DWARROWDELF

Description

Balin's attack on the gates was a success. We drove out the Goblins from the great gate and guardroom. With surprise on our side, we slew many in the bright sun in the dale. We have taken the twenty-first hall of North end to dwell in. There is a shaft there that leads to the lower mine workings. Balin has set his seat in the Chamber of Mazarbul and claimed Moria for his own. However, the truth is that we still must drive the Goblins from our home. We hear them in the dark below, down in the mines.

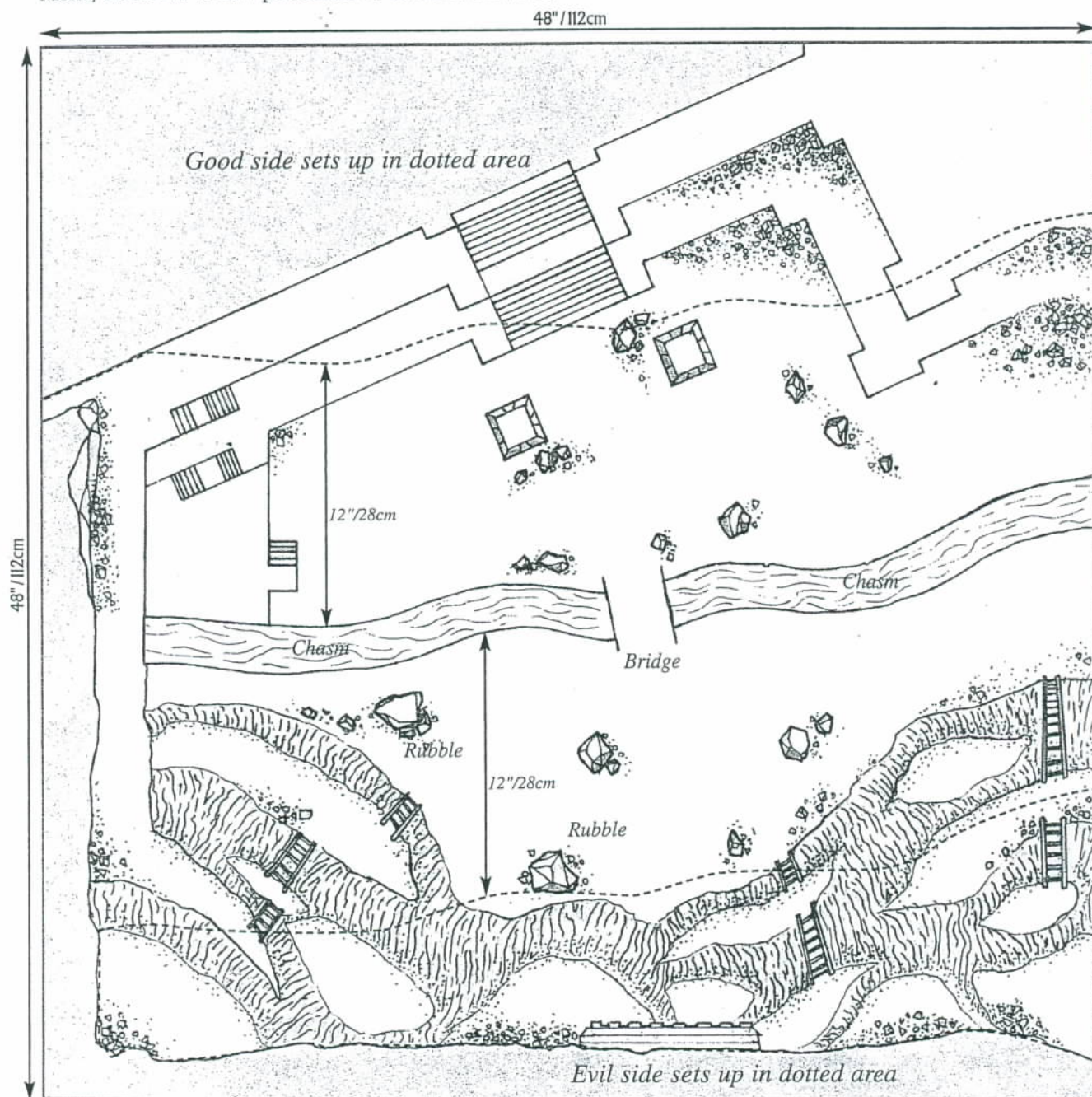
The Dwarves have successfully recaptured the upper levels of Moria, and Balin is now proclaimed as its Lord. However,

deep below in the Mines, Durbûrz the Goblin King assembles his army and prepares to drive the Dwarves from Moria. The two forces meet as Balin descends to the mines, and the battle for Moria begins in earnest!

Participants

The Good side consists of Balin, 2 Dwarf Captains, 8 Khazâd Guard, 10 Dwarves with axes and shields, 9 Dwarves with axes and Dwarf bows, and 5 Dwarves with two-handed axes. Balin has Durin's Axe.

The Evil side consists of Durbûrz, 1 Moria Goblin Drum, 1 Goblin Captain, 2 Goblin Shamans, 12 Moria Goblins with





The Goblins rise up out of the deeps.

swords and shields, 12 Moria Goblins with spears, 12 Moria Goblins with Orc bows and 1 Cave Troll armed with either a Troll chain or a spear.

Points Match

If you want to play this game with other forces, choose 600 points of troops for both sides. Neither player may spend more than 50% of his points on Heroes and neither side may have more than a third (33%) of its models armed with bows.

Layout

This scenario is fought on a low level of the Mines of Moria, where the Dwarven living quarters meet the mine workings. A chasm runs through the centre of the board – this counts as impassable terrain but should be no more than 2"/4cm wide to allow all models to be able to attempt to leap it. A narrow bridge (approximately 4"/10cm wide) crosses the chasm in the middle of the board.

The rest of the board is built up as a succession of levels. These are smooth, finished stone on one side (the Dwarven living quarters) and rough scree on the other (mine workings). The floor is covered with rocks and debris.

Starting positions

The Good player deploys half his force first, anywhere more than 12"/28cm from the chasm on the living quarters side of the board.

The Evil player then deploys half of his force, anywhere more than 12"/28cm from the chasm on the mine workings side.

Then the Good player deploys the rest of his force as described above, and finally the Evil player does the same.

Objectives

The first force to reduce the opposition to a quarter (25%) of its original numbers at the end of any turn wins the game.

Should both forces be reduced to a quarter of the original numbers at the end of the same turn, the result is a draw.

Special Rules

Chasm. The chasm is an obstacle and may be jumped as described in the main rules manual. However, if a model fails to jump the gap, they are removed as a casualty as they fall to their death.

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SCENARIO 3 – MIRRORMERE

Description

With the death of the Goblin King, the rest of the foul creatures have scattered for now. We have begun a great work in the mines below and have found much gold. All through Moria, the foul usurpers cannot stand before Balin's fury and fall in numbers beyond counting to Durin's Axe. Our only disappointment this day is that even after many weeks of searching we have yet to recover Durin's helm. Truly, Balin is now Lord of Moria and now wishes to gaze into the pool of Kheled-zâram as Durin once did, many years ago.

With Moria now apparently secured from the Goblins, Balin goes to Kheled-zâram – the Mirrormere – as Durin did in the First Age of the world. Unfortunately for the Dwarves, the Goblins are not yet beaten and Balin is ambushed on the edge of Kheled-zâram. In the book, Balin is slain here but the Good player has a chance to alter the course of history. Can Balin escape the ambush?

