

AMBUSH AT THE CROSSROADS

After many battles, Balin's expedition has reached the halls of Khazad-dûm and the work of restoring the greatest Dwarf hold to its former glory has begun. The Moria Goblins are not content to surrender their home without a fight, though, and plan to ambush the Dwarves and massacre them.

Having sought permission from King Dáin to lead a force to recapture Moria, Balin gathers together dozens of households and kinbands to join him in his endeavour. The journey to Moria, west through Mirkwood and then up through the Dimrill dale is fraught with peril, and a great many Dwarves are lost before Balin and his warriors are able to cut through the Goblin defenders and battle their way into the fallen kingdom of Khazad-dûm.

The Moria Goblins who have made Khazad-dûm their home fight bitterly to throw the Dwarves out. Utilising the myriad passageways and tunnels that honeycomb the underground kingdom, the Goblins launch devious ambushes, making the mighty Dwarves pay dearly for every hall they reclaim. Slowly though, under Balin's inspired leadership, the Dwarves begin to push the Goblins out of the great halls, slaughtering them one band at a time. The mines are reopened once more and Balin and his companions seem victorious, for a time. The Goblins are not spent yet though, for a vicious and powerful individual commands them.

Durbûrz, the Goblin king of Moria, leads the Goblins. Cunningly he marshals his warriors and Prowlers, using the Shamans and Captains to keep the teeming hordes of Goblins and the shambling Cave Trolls in line. Carefully the Goblin king devises

a devious plan to encircle the Dwarves, trapping them with his swarms of Moria Goblins. Should Durbûrz's plan work, Balin will be slain, his army will be crushed by the brutal power of Durburz's hordes, and the Dwarves will quickly be overthrown and driven out of Moria once more.

PARTICIPANTS GOOD

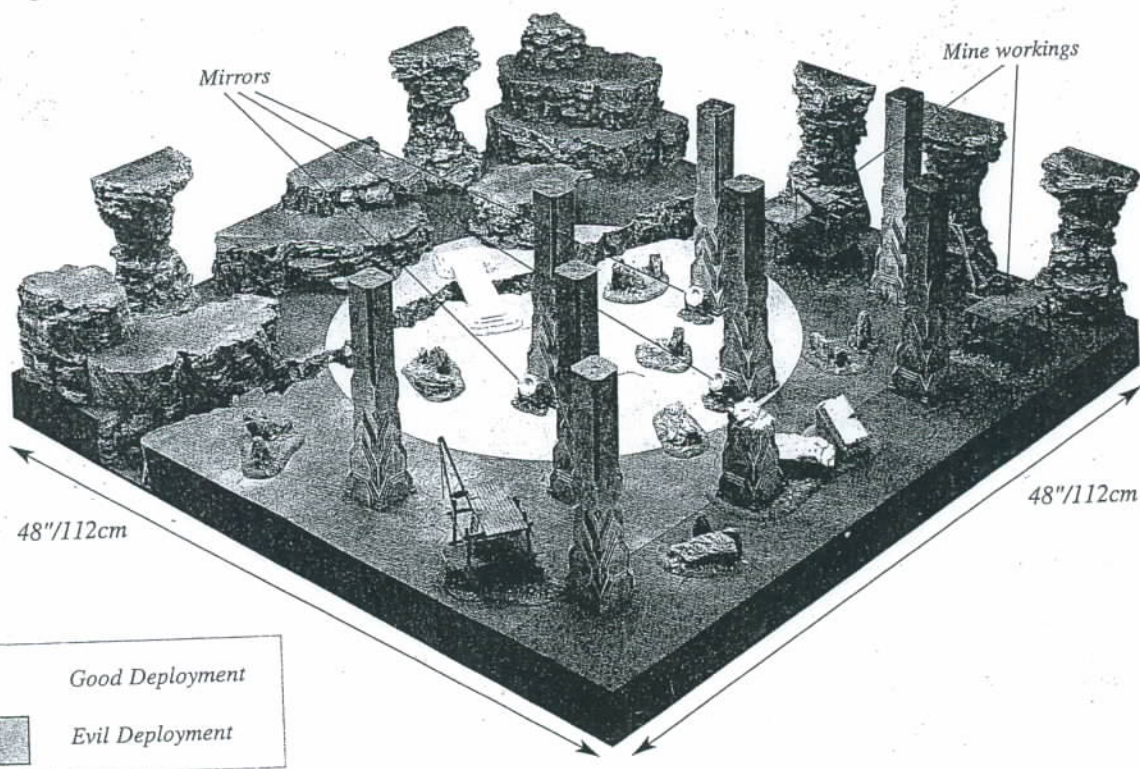
- Balin with Durin's Axe
- Up to 500 points worth of models chosen from the Erebor army list (see page 30). You must include at least one Hero. Up to 33% of the models selected may carry a bow.

EVIL

- Durbûrz
- Up to 500 points worth of models chosen from the Moria army list (see page 38).

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the great crossroads near the Barazinbar mines. The east edge is covered with all manner of mine workings, while the west is a labyrinth of passageways, narrow corridors and raised platforms. Three mirrors are positioned within 12"/28cm of the centre of the board.



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Balin and Durbûrz battle for mastery of Moria.

STARTING POSITIONS

The Good player deploys his force anywhere within 12"/28cm of the centre of the board. The Evil player then places three secret entrances within 12"/28cm of the west board edge, before deploying his own force within 6"/14cm of the west board edge. The Evil player may choose to position Moria Goblins in base contact with a Secret Entrance instead of with the main force.

OBJECTIVES

The Good side is victorious if, at the end of any turn, Durbûrz is slain and Balin is still alive. The Evil side wins if the Dwarves are reduced to 25% of their starting number, Balin is slain and Durbûrz is still alive. Should both Balin and Durbûrz be slain, the game is a draw.

SPECIAL RULES

The Goblin Swarm. Goblins have scouted ahead of their main force to surround the Dwarves and catch them in a trap. Any time an Evil Warrior is slain, put it to one side. At the end of the following Evil move phase it may re-enter play from the west board edge, or from any secret entrance, 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, except that they 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 (18 models, using the recommended participants) are in play.

RECOMMENDED PARTICIPANTS

GOOD

- Balin with Durin's Axe
- Dwarf Captain with shield
- 12 Dwarf Warriors: 4 with shields, 4 with Dwarf bows and 4 with two-handed weapons
- 12 Dwarf Rangers: 4 with two-handed weapons, 4 with throwing axes and 4 with Dwarf longbows
- Dwarf Warrior with banner
- 6 Khazâd Guard
- 6 Iron Guard

EVIL

- Durbûrz
- Moria Captain with bow
- Moria Goblin Shaman
- Moria Goblin Drum
- 6 Moria Goblin Prowlers: 2 with shields, 2 with Orc bows and 2 with two-handed weapons
- 24 Goblin Warriors: 8 with shields, 8 with spears and 8 with Orc bows
- 2 Cave Trolls

DOL GULDUR AWAKENS

For many long years an evil power has been growing in strength at Dol Guldur, its hand reaching out across the forest of Mirkwood, making dark and foul that which was once green and fair. Now, armed with the knowledge that the Necromancer of Dol Guldur is none other than Sauron, the White Council, foremost assemblage of the wise in all Middle-earth, have judged that this fortress must be assailed. The Dark Lord cannot be slain whilst the One Ring endures, but he can be thwarted and his armies broken. Sauron shall be cast out and his plans, whatever they are, will be ended. So it is that many of the mightiest names amongst the Free Peoples gather together in common cause. From Rivendell comes Elrond Halfelven and his counsellors Erestor and Glorfindel. The Lord and Lady of Lothlórien, Celeborn and Galadriel, travel with a great host of Elves and Círdan stirs himself from the Grey Havens. The fight is not left solely to the Elves, however. Though two of their number cannot be reached, three of the five Wizards lend their skills to the task at hand. Radagast's home lies but a little distant from Dol Guldur, and he has seen the ruin it has caused for himself, whilst Gandalf wastes no opportunity to oppose Sauron. Even Saruman, his path not yet strayed into shadow, pledges himself to the battle to come. As yet, these players have yet to set foot upon the stage proper and Sauron, sensing that the Wise are moving against him, seeks to deny them allies. Exerting his influence over the corrupted creatures of the forest, the Necromancer sends them north to break Thranduil and the Elves of Mirkwood...

PARTICIPANTS

Good

Thranduil

3 Wood Elf Sentinels

12 Wood Elf Warriors

4 with Elven blades and throwing daggers; 4 with Elf bows;

4 with Wood Elf spears

Evil

4 Giant Spiders

2 Bat Swarms

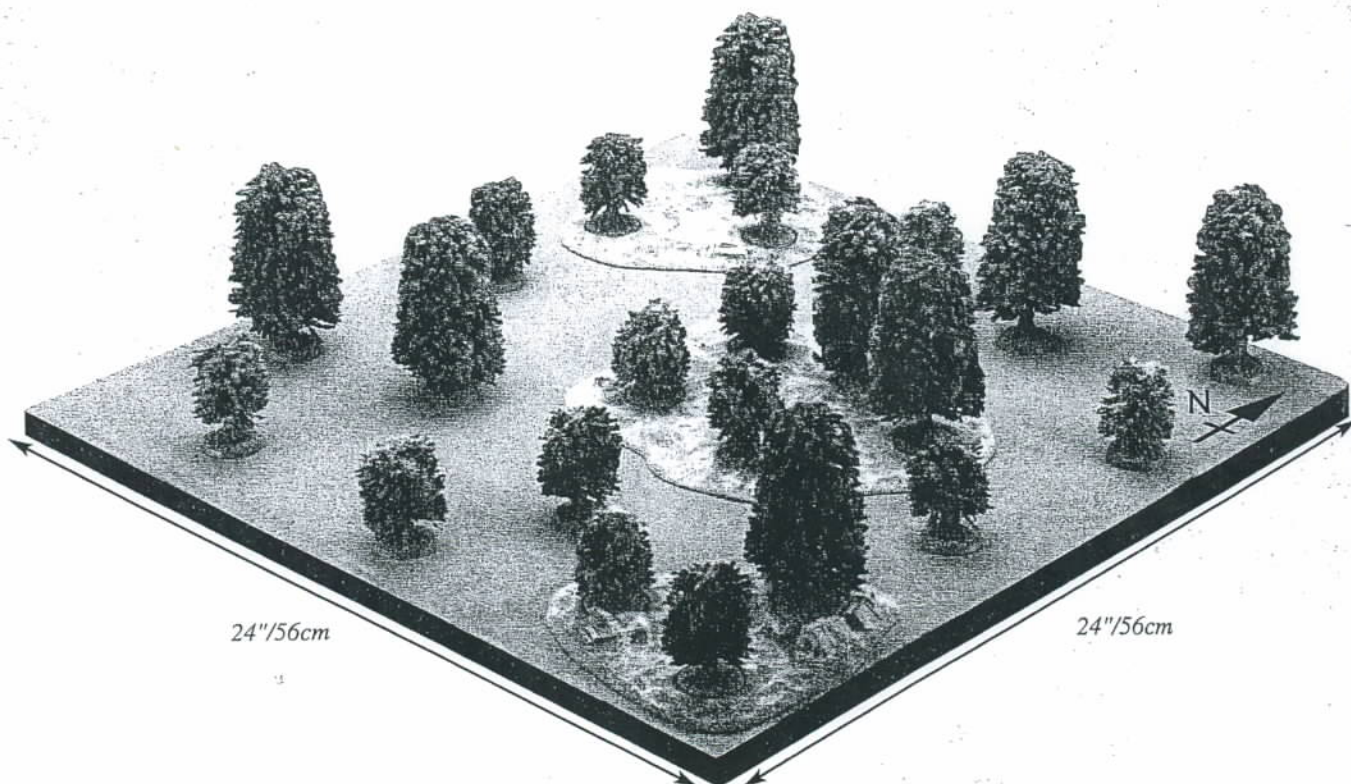
POINTS MATCH – ALTERNATIVE FORCES

Good (200 points)

Must include a single Hero with no more than 2 Wounds (who takes the place of Thranduil). No Good models may ride steeds of any kind.

Evil (200 points)

No more than 50% of the Evil models may carry bows, and no Evil models may ride steeds of any kind. Remember that the Evil player must set approximately 100 points worth of the models chosen on one side to represent the Giant Spiders (see below).



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LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown opposite. There should be two small forests (of about three trees each) placed in opposite corners, and a larger forest (of about five trees) in the centre of the map. Individual trees should be placed across the rest of the board, no closer than 3"/8cm to another tree or to a forest.

STARTING POSITIONS

The Good player deploys his force anywhere on the board, though no Good model may be deployed within 3"/8cm of another. Then, starting with the Evil player, the players take it in turns to deploy one Bat Swarm each. These may be placed touching any point on any board edge, though they may not be deployed within 3"/8cm of each other. The Spiders are kept in reserve, and will be available later in the game.

OBJECTIVES

The Good side wins if it manages to kill or drive off the Evil force before being destroyed or driven off itself. The Evil side wins if all the Elves (including Thranduil) are slain.

Wearied by Battle. This scenario represents the late stages of the Elven defence against the Necromancer's minions – they have already suffered many casualties and are ready to fall back. At the start of each Good model's move (before it has performed any kind of action), it must pass a Courage test or retreat a full move away from the nearest visible enemy model, unless its move is sufficient to carry it off the board, in which case, remove the Elf as a casualty.

SPECIAL RULES

Spiders. At the start of the Evil player's first Move phase and for the next three Move phases, the player with priority places a single Giant Spider (or up to 25 points worth of models not currently deployed, if playing a points match) touching any point along any board edge. Newly arrived models may not charge in the turn they move onto the board but may otherwise act normally.

THE FALL OF THE NECROMANCER CAMPAIGN

If you wish to play the scenarios in this book as a campaign, it's important to keep track of the health (or otherwise) of the various Good Heroes as the scenarios progress. As such, you need to keep track of how many Might, Will, Fate and Wounds that have been expended by them at the end of each scenario.

When these characters appear in later scenarios, they do not start with all their reserves restored. Instead, at the start of the scenario, before deployment, the Good player rolls a D6 for each Good Hero to determine how many characteristic points they can restore. Each point expended replenishes a single point of Might, Will or Fate or heals one Wound.

Heroes that have been slain must use these points to restore their Wounds to above 0 otherwise they cannot take part in that scenario.

