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- [1. Introduction](#)
- [2. Hunger Pains](#)
- [3. The Cover of Darkness](#)
- [4. Fangs in the Fog](#)
- [5. Vengeance Due](#)
- [6. Sculpting: Traveling Gear](#)
- [7. Covering Goblin Captains](#)
- [8. Making a Set of Barricades](#)

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Introduction



Múrin and Drár may seem outnumbered and doomed, but that's hardly the case.

Múrin and Drár are odd in the fact that they have taken to wandering the countryside instead of toiling away underground like most Dwarves of their time. This behavior makes them pretty unique amongst their kind and provides an equally unique chance to play some themed games based on their travels. However, before they meet with Cirion by chance in Ithilien, their adventures are known only to themselves and their vanquished foes. These mysterious prior wanderings make an ideal playground for our gaming imagination.

We've taken some time to speculate on the kind of things these Dwarves and their companions might have accomplished during the course of their travels. In the end, we came up with a few small-scale scenarios to play out the kind of trouble that Múrin and Drár might have encountered along the way. Trolls in the mountains, twisted Goblin raiders, chance meetings with fellow Dwarves along the road, slaving Wargs, and Easterling patrols are all possibilities. They await you in the pages ahead. In addition to the four scenarios, there is also a simple sculpting tutorial for traveling gear, two simple Goblin Captain conversion ideas, and a basic terrain project that you can use in one of the scenarios -- all of this hobby content will help you build your collection of terrain and models in the end.

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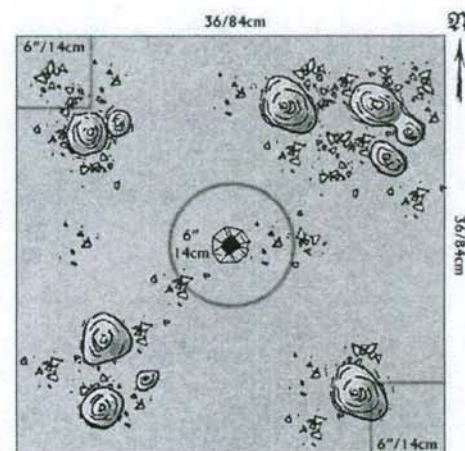
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Hunger Pains

Múrin, Drár, and their wandering companions have been forced to seek refuge from an approaching winter storm while traversing a mountain pass. The storm has hit and shows no sign of stopping after a full day. It becomes apparent that the company might be holed up for an undetermined length of time. However, the weary Dwarven party welcomes this brief rest from the hard days of travel. After all, they have dry shelter, a warm fire, and plenty of supplies. What's the harm in a few days of well-deserved rest? Unfortunately, their campfire meal has attracted the attentions of a starved Goblin warband trapped by the same storm in a neighboring tunnel system. A savage crash echoes from a corner of the cavern as Cave Trolls break through a crack in the thin rock wall, spilling Goblins into the Dwarves' temporary sanctuary. A once-restful evening has become a fight for survival!

FORCES	
GOOD	EVIL
Múrin and Drár	Moria Goblin Captain with Shield
6 Khazâd Guards	2 Cave Trolls
3 Dwarf Warriors with Bows	12 Moria Goblins with Shields
	8 Moria Goblins with Spears



Layout. This scenario is played on a 36 7/8 cm x 36 7/8 cm table representing the walls of the cavern where Múrin and Drár have taken refuge. Place a small campfire scenery piece in the center of the table. Divide the table into equal quarters. Players take turns, starting with the Good player, placing small rock clusters about 3 7/7 cm in diameter into these table quarters. These clusters can be represented by simply scattering a small pile stones onto the table. Place four into the the northeast quarter and two in each of the remaining quarters.

Starting Positions. The Good player deploys Múrin, Drár, two Khazâd Guards, and a Dwarf Warrior (with bow) anywhere within 6 7/14 cm of the center of the table. Next, place two Khazâd Guards and one Dwarf Warrior (with bow) anywhere within 6 7/14 cm of the northwest corner of the table. Finally, place the remaining Dwarves anywhere within 6 7/14 cm of the southeast corner of the table.

Priority will go to Evil on the 1st turn; after that, roll for Priority as normal. The Evil player moves his entire force onto the table from the northeast corner.

Objectives. Múrin and Drár are just trying to survive the night! The game continues until one of two things occur: Múrin and Drár are slain, or the entire Goblin force is destroyed.

SPECIAL RULES

Starved Goblins. The Evil player may add +1 to any Courage tests required for the duration of the game.

Weakened Goblin Captain. Reduce the following stats to reflect the weakened nature of the Moria Goblin Captain: Wounds -1, Strength -1, Will -1.

Rock Clusters. Treat all rock clusters as Difficult Terrain.

Picking Up Weapons. Players may pick up weapons per the Common Scenario-Specific Rules found on pp. 72-73 of The Lord of The Rings Strategy Battle Game rulebook (hardcover page reference).

Courage Tests. Both players are subject to the rules for Broken forces once half their models have been slain.

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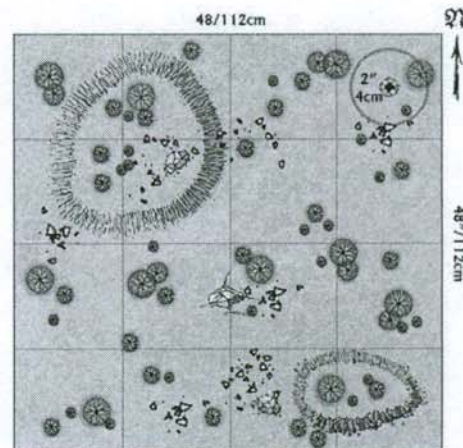
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The Cover of Darkness

After successfully putting a decade-old grudge to rest deep within the ruins of Bâr-Shûal, Múrin an Drár grew tired of the Rhûnish lands. The Easterlings have been relentless in their patrols and pursuit of the Dwarf intruders. With the aid of an old Elven friend, who had temporarily joined their company, they took to a wooded area near the shores along the Sea of Rhûn in hopes of slipping by any further Easterling attentions. For the most part, their plan worked out well, until they reached a final hurdle. An unavoidable enemy encampment located in a small valley lay directly in Múrin and Drár's path. By the looks of it, this rear-echelon camp encourages a lax attitude among its occupants due to the lack of prevailing threats and rare visit from any army leaders. If they only knew two Dwarves and an Elf were sneaking by in the dark...

FORCES

GOOD	EVIL
Múrin and Drár Elf with Elf Bow, Heavy Armor, and Elven Blade	Easterling Captain with Shield 2 Kataphrakts 5 Easterlings with Shields 5 Easterlings with Bows 5 Easterlings with



Layout. This scenario is played on a 48"/112 cm x 48"/112 cm table representing the wooded areas found north of the Sea of Rhûn. Scatter lots of tree bases, rocky outcroppings, and hills over the entire table. Try to fill as much of the table as possible with terrain -- after all, it's three Good models against 18 Evil models! Lastly, place a small campfire scenery piece 6"/14 cm in from the northeast corner of the table to represent the Easterling Captain's camp.

Starting Positions. First, grid the entire table (with markers, or just in your head) into 12"/28 cm squares. You should end up with 16 squares. The Evil player first places the Easterling Captain and two Kataphrakts anywhere within 2"/5 cm of the campfire. Players then take turns, starting with the Good player, placing one Easterling Sentry in each of the remaining 15 squares.

Priority will go to the Good player on the 1st turn; after that, roll for Priority as normal. The Good player moves his entire force onto the table from anywhere along the southern table edge.

Objectives. Múrin and Drár need to slip through the enemy lines undetected and preferably in one piece. The game continues until Múrin and Drár exit the northern table edge. If one of the Dwarves is slain, then the remaining Dwarf will take his vengeance upon the Easterlings. From this point on, the game continues until all the Easterlings are slain or the remaining Dwarf falls in combat.

SPECIAL RULES

Easterling Captain and Kataphrakt Guard. These men are at rest around the campfire and thus take no part in the scenario until a Sentry alerts them to the enemy's presence.

Expert Shot. The Elf traveling with Múrin and Drár hails from Mirkwood and is quite deadly with a bow (like most of his kind). He may shoot twice during the Shoot Phase.

Sleepy Sentries. The Sentries are completely unaware of the situation. As such, they are relaxed and even a bit sleepy. The Good player may reroll any single D6 during combat resolution, and may also add +1 to all wounding rolls. The +1 to Wound also applies to any hits caused by shooting, and any shots that miss may be rerolled. These bonuses apply only during the period before the alarm is raised. Once it is raised, the guards are aware of the danger!

Alerting Sentries. All the standard rules for alerting Sentries apply, along with the following additions. When a Sentry rolls high enough to move into contact with a Good model, it is considered to have charged, and the alarm is raised immediately. If a Sentry is charged and not killed during the ensuing round of combat, it will alert all other Sentries ONLY if there is another Sentry model within 8"/18 cm. Otherwise, the other Sentries continue about their business unaware. The surviving Sentry, however, is now alert and may move and attack under the Evil player's control from here on out. If, at the end of the alert Sentry's move, he manages to move within 8" of another Sentry model, all the Evil models on the table become alert.

Dense Terrain. A Sentry must also be able to see a Good model in order to become alert. So, not only do you have to move within 4"/10 cm of a Good model, but the Sentry must be able to draw a line-of-sight as well. Only under those conditions will the alarm be raised.

Broken Forces. If the Easterling forces becomes alert, then they will have to start making Courage tests for being Broken as normal. Once nine models have been slain (including those killed as Sentries), Broken tests must be made as usual. The Good player ignores any Courage tests for being Broken.

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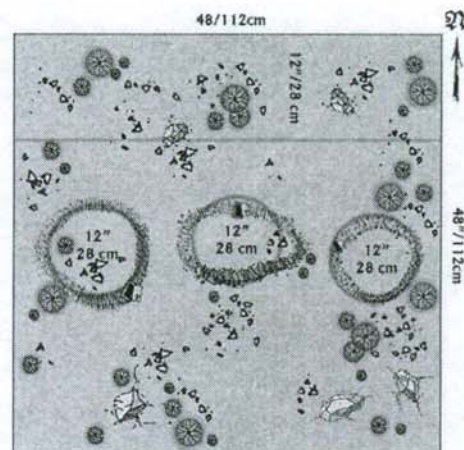
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Fangs in the Fog

Múrin, Drár, and their small party spent a night of well-deserved rest after skirting the haunted ruins of Fornost. The next day, a heavy fog blanketed the area, and the group soon became unsure of their direction. While wandering in the soupy fog, they detected the sounds and cries of battle nearby. Upon investigation, the Dwarves discovered a group of Dúnedain locked in a terrible conflict with an overwhelming Warg pack. The tiny band of warriors, led by Múrin and Drár, charged into combat in a effort to aid the beleaguered Men. The odds were quickly evened by the Dwarves' skill, but the Dúnedain's brave leader was horrendously wounded by a Warg of particularly massive stature. It became obvious that a retreating action would be necessary if this Man was going to live another day. Múrin and Drár agreed to take on this task, while the bulk of the remaining forces attempted to stem the tide of beasts. Making their way through the fog to safety wasn't going to be easy with hungry Wargs on their trail. However, Wargs became the least of the Dwarves' worries as the chilling voices of the dead began to emanate from earthen mounds just ahead.

FORCES	
GOOD	EVIL
Múrin and Drár	3 Barrow Wights
2 Dúnedain Warriors	Warg Chieftain
1 Injured Dúnedain Warrior	12 Wargs
2 Elves with Elf Bows, Heavy Armor, Elven Blades.	
2 Khazâd Guards	



Layout. This scenario takes place on a 48"/112 cm x 48"/112 cm table representing the haunted areas near ruined Fornost. Scatter lots of tree bases, rocky outcroppings, and hills over the entire table. Along the centerline of the table place, three barrows (or small hills) about 3" apart from one another and the table edges.

Starting Positions. The Evil player places one Barrow Wight within 6"/14 cm of the center point of each of the 3 barrows -- which in essence means a 12"/28 cm deployment area for each barrow. The Good player then deploys his force 12" in from the northern table edge. The rest of the Evil force moves onto the table during the 1st and 2nd turns per the following order. During the Evil player's 1st Move Phase, six Wargs and the Warg Chieftain move onto the table from the northern table edge. During the Evil player's 2nd Move Phase, the remaining six Wargs move onto the table from the northern table edge. Priority will go to the Good player on the 1st turn; after that, roll for Priority as normal.

Objectives. The Good player must get the wounded Dúnedain off of the Southern table edge. The game continues until this event occurs, or the injured Dúnedain is slain.

SPECIAL RULES

Injured Dúnedain. The injured Dúnedain uses the stat line of a regular Dúnedain Warrior. However, he can't shoot and may only limp 2"/5 cm on his own during the Move Phase. The Good player can carry the injured Dúnedain a bit faster across the board in exactly the same way as you would a Demolition Charge. In combat, the injured Dúnedain fights as if affected by the Immobilize/Transfix spell. The Evil player may never charge or direct any attacks (though spells are fair game) against the injured Dúnedain if he is in base contact with one or more Good models. Instead, the charge or attacks must go against those Good models defending him. Essentially, the injured Dúnedain is not a legitimate target as long as someone defends him in this manner.

Warg Hordes. From the 2nd turn onwards, the Evil player may move any Wargs (not the Chieftain) who were previously slain back onto the table on the roll of a 4+ at the end of his Move Phase. Each model enters the table from a board edge chosen first by the player with Priority, then the player who lost Priority, and so on until they have all been placed at a table edge. Newly arrived models may not charge but can otherwise move as normal.

Courage Tests. Both players are not subject to the rules for Broken forces once half of their models have been slain.



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4. Fangs in the Fog
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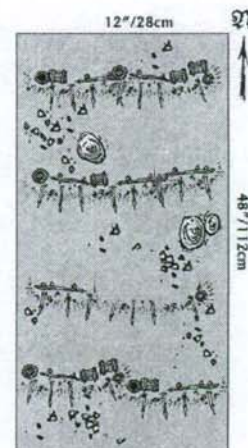
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Vengeance Due

After weeks of tracking a pair of nasty Goblin Captains through a maze of deep caverns, Múrin and Drár have finally cornered their quarry. These two hated Goblins are guilty of heinous offenses against the Dwarves of the Iron Hills and many neighboring Dwarven settlements. However, the Captains made their most costly mistake the night they killed two of Múrin and Drár's companions during an ambush on the eve of a recent Dwarven holiday. No number of miles or obstacles could stop the pair of stubborn Dwarves on their path to vengeance against these fiends. Now, trapped and barricaded in a dead-ended cavern, the Goblins must make their stand against the fury of the Dwarves.

FORCES	
GOOD	EVIL
Múrin and Drár	2 Goblin Captains
Dwarf Warrior with Banner	Goblin Shaman
10 Khazâd Guard	2 Cave Trolls
10 Dwarf Warriors with Shields	20 Moria Goblins with Shields
10 Dwarf Warriors with Bows	15 Moria Goblins with Spears
3 Dwarf Warriors with Two-Handed Axes	10 Moria Goblins with Bows



Layout. This scenario is played on a 12"/112 cm x 48"/28 cm area or table that represents a narrow dead-end tunnel. Designate the northern table edge as the end of the tunnel, and the southern edge as the mouth of the tunnel. Place a few (three or five) rock clusters that are about 3"/7 cm in diameter along the length of the tunnel. These clusters can be represented by simply scattering a small pile stones onto the table. Each player, starting with the Evil player, places one of four barricades that span the entire width of the tunnel onto the table. These barriers must be placed at least 6" away from one another and 6"/14 cm away from either table edge.

Starting Positions. The Evil player places his entire force onto the table in the following manner. At least 10 models must be placed behind each of the four barricades. The two Goblin Captains and Shaman must be placed behind the furthest barrier at the end of the tunnel.

The Good player's force moves onto the table through the mouth of the tunnel during the 1st turn. Priority will go to the Good player on the first turn; after that, roll for Priority as normal.

Objectives. The Good player is trying to end the scourge of two shifty Goblin Captains. The game continues until either the Goblin Captains are slain, or Múrin and Drár are killed.

SPECIAL RULES

Barricades. Each Barricade is considered to be a Structure (see p. 62 of the rulebook) with a Defense Value of 6 and 10 Batter Points. Thus, the Dwarf player can either clamber over them as obstacles or simply smash them to pieces.

Plundered Weapons. These two particular Goblin Captains have actually procured some decent weaponry over the years. Consider one model to be armed with a two-handed weapon that ignores the -1 penalty to dice rolls when working out combats. The other Goblin Captain is armed with a pair of extremely keen blades that he may use to reroll failed wounding rolls.

Goblin Advantage. Goblins can easily scramble up and down the sides of just about any tunnel. As such, bow-armed Goblins touching the east or west table edge are assumed to be latched onto the cave wall to get a better vantage point for a quick shot. These Goblins can see over any models blocking their line of sight to targets behind them. Basically, if the Evil player is within range to a Good model with one of these Goblins, he can fire at it.

Rock Clusters. Treat all rock clusters as Difficult Terrain.

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