



Mat Ward presents an all-new campaign in which the forces of Good must defend helpless villages against the encroaching servants of a Goblin king, all in the shadow of the Misty Mountains.

THE MISTY MOUNTAINS

Part One of a New Campaign Pitting the Forces of Good Against Goblins

Small, vicious, and possessed of an innate cunning, Goblins, with their numbers and persistence can make formidable foes. Fortunately, they are none too brave and rarely emerge from their lairs unless hunger or a powerful leader drives them to do so. Most often, Goblins are led by individuals of other species, such as Orcs or even Trolls. On rare occasions, one of the greater evils of Middle-earth will mobilize one of the great Goblin strongholds. However, more often, such powers will rely on forces that are stronger and more dependable, such as Orcs or roguish and wild Men.

As a result, Goblin Kings worthy of the name are rare indeed. Few are mentioned within the works of J. R. R. Tolkien, though this fact does not preclude the possibility of their wider existence. This mini-campaign follows the exploits of one such Goblin King, a devious and cunning creature named Azghûr who is set apart from his fellows by his fairly keen mind for tactics. It is fortunate for the free world that Azghûr was born a Goblin and not something more physically formidable. If he were able to dominate a more potent warband, he could cause substantial ruin. As it stands, he is satisfied with launching raids on the areas surrounding his lair, raids which, while brutal, fall far short of the terror caused by a rampaging warband of Trolls.

A nuisance can be borne for only so long. At the time this campaign starts, Azghûr's Goblins have attacked, with varying degrees of success, every village or settlement within several leagues. Each time the Goblin warband attacks, a few villagers are slain; a little food or wealth is stolen; and a score of dwellings are razed to the ground. With every successful attack, Azghûr's forces grow

stronger, reinforced by the looted wargear and the barter of stolen trinkets. However, things are about to change, and Azghûr's reign is now numbered in days. His persistent attacks have finally roused the ire and anger of Elves, Dwarves, and Men alike. It won't be long before the aggrieved parties agree to combine forces to end his threat once and for all.

PLAYING THE CAMPAIGN

This campaign is designed for two players, though several players can take part by dividing up the forces at their disposal. One player takes command of the Goblin warbands of the Misty Mountains, while the other controls the defenders of the various villages and settlements upon which Azghûr's forces are preying.

For simplicity's sake, this campaign uses a map to allow players to keep track of the action. Showing a portion of the Misty Mountains, this map has several marker squares to represent the rough locations of the settlements. Each has its own symbol and color to indicate the dominant race dwelling there (see below). Each Good location always has a garrison of a Captain and 50 points worth of troops for that race. However, the Free Peoples have agreed to pool their resources and create several small war parties that will attempt to defend the villages that are particularly at risk. To represent these parties, the Good player also has three small armies that he can deploy as he chooses: one Elf army, one Dwarf army, and one Mannish army (feel free to use Rohan, Gondor, or even Ruffians for this force). These armies include 100 points each and must include a Captain of the relevant race.

Each Good force is represented by a counter, but there are an additional five counters

which represent "dummy" defenses. Thus, the Goblins will not know how strong the defenses are until they launch their attacks. The Goblins, on the other hand, have three different warbands, each made up of 150 points worth of models, including a Captain. No force – be it a garrison, army, Good force, or Evil force – may arm more than 33% of its models with bows.

HE'S NOT FROM AROUND HERE

In this campaign, the forces of Good are working together but do not trust each other. As such, a heroic action or *Stand Fast!* will affect only those Warriors who are members of the same race. Thus, the Good player may want to think twice about having armies of different races in the same settlement.

THE CAMPAIGN TURN

The campaign turn proceeds according to the following sequence.

- 1 Muster Defenders
- 2 Muster Attackers
- 3 To Battle!
- 4 Evaluation

MUSTER DEFENDERS

In this phase, the Good player places one counter face down on each settlement. In this way, he will normally place three Army counters and five dummies. It's really that simple, there are no other rules that govern the placement of counters, although the Good player will be aiming to predict where the Evil player is going to attack.

GAME COUNTERS



Dwarves



Men



Elves



Goblins 1



Goblins 2



Goblins 3



Hero Counter

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EVALUATION TABLE

- 1 **No Value.** The loot turns out to be an utterly worthless trinket, not worth the effort of stealing. This counter adds nothing to your Plunder tally.
- 2-5 **Tradable.** This loot is a valuable little cache of food or coin that will quite handily translate into more resources for your burgeoning horde. For each of these results, add 1 to your Plunder tally.
- 6 **Valuable Artifact.** Your minions have laid their hands upon a truly valuable item (a scroll of history or something similar) that can be traded for a more immediately useful resource. Though of little value to the Orc and Goblin warchiefs of the Misty Mountains, one of the emissaries of Lugburz may be prepared to pay handsomely for it. For each of these results, add 3 to your Plunder tally. However, you may have drawn the attention of a wandering Hero. In the next game turn, the Good player may place a Wandering Hero counter in addition to his armies for each of these results.

MUSTER ATTACKERS

The Evil player now places his three counters on the settlements that he wishes to attack – only one counter may be placed on each settlement. You'll notice that the Evil player can attack only three settlements each turn. Thus, if he guesses correctly, he'll be able to attack settlements that aren't defended by anything other than garrisons.

TO BATTLE!

Once both sets have been placed, all the counters are revealed, and battles are fought at the sites the Evil player has attacked. The Good force will consist of that settlement's garrison, plus the models of any Army counter placed there. Blank counters yield no extra troops. These games use special Battle Scenarios named, appropriately enough, Loot, Pillage, and Plunder – two of which have been included in this article. The third will appear in an upcoming issue of *White Dwarf*. Simply agree on the one you wish to play or roll a die if you cannot decide.

EVALUATION

As part of the outcome, the Evil player will acquire a certain number of Loot counters. Once all games have been played, he gets to find out what his travails have earned. To do so, he rolls a die for each Loot counter and consults the Evaluation Table.

WINNING THE CAMPAIGN

The campaign continues for 5 turns. At this point, the Hunt for the Scavenger King scenario is played. This scenario will be published in a forthcoming issue. In this

scenario, each Plunder point the Evil player has gained allows him to take an additional 15 points worth of models. Whoever wins the Hunt for the Scavenger King scenario wins the campaign.

WANDERING HEROES

Whether they are seeking to reclaim an item stolen by a Goblin raid or are merely helping the common folk of Middle-earth defend themselves, Heroes will sometimes fight alongside the Good player's forces. If the Good player is allowed to place a Wandering Hero counter, he does so in the same fashion as he places his Army counters (i.e., face down and not in the same settlement as another counter). When the counter is revealed, if it is in the same settlement as a Goblin counter, the Good player immediately rolls 2D6 to determine who has come to his aid. The wandering Hero fights alongside that settlement's garrison. Wandering Heroes have only their basic equipment. Note also that wandering Heroes are exempt from the *He's Not from Around Here* rule.

2D6	Roll
2	Elladan and Elrohir
3	Gandalf the Grey
4	2 Dunedain
5	Arwen Evenstar
6	A Ranger of the North
7	A Dunedain
8	A Ranger of the North
9	Gildor
10	2 Dunedain
11	Radagast the Brown
12	Aragorn

EVIL WARRIORS

These Warriors represent some of the forces that form Azghûr's raiding parties. The Evil player may use these new troops in this campaign and, with his opponent's consent, in other games as

well. Other than these new Warriors, Azghûr's armies should be made up entirely of Moria Goblins – though each may include a single Cave Troll, if the Evil player wishes.

MORIA GOBLIN RAVAGER POINTS VALUE: 9

	F	S	D	A	W	C
Ravager	2/5+	3	4	1	1	2
Warg	3/-	4	4	1	1	2

Roaming far and wide on the backs of sleek and savage Wargs, Goblin Ravagers form the scouts of Azghûr's army. In battle, the prowess of the Warg compensates a great deal for the Goblin's feeble skills. However, as Wargs are fiercely independent creatures, the rider all too often finds himself thrown from the beast and into the dirt.

WARGEAR

Ravagers wear crude armor and ride a Warg. They may be given the following items at additional costs.

Orc bow	1 pt
Shield	1 pt

SPECIAL RULES

Unruly Steed. Wargs often have priorities different from the Goblins who ride them and are not averse to demonstrating their preferences in a suitably violent way. Whenever a Ravager moves, the Evil player rolls a D6. On a roll of 1, the Goblin has been thrown from his saddle and must make a Thrown Rider test. The Warg must instantly pass a Courage Test to remain in play, exactly as if its rider had been slain.

MORIA GOBLIN SCAVENGER POINTS VALUE: 5

	F	S	D	A	W	C
Scavenger	2/4+	3	4	1	1	1

Taking their lead from the one who rules them, Azghûr's followers carry all manner of weaponry "harvested" from the fallen in the hope it will improve their prowess in battle. In truth, the mishmash of Elven blades, Mannish bows, and Dwarf axes are often so tarnished and corroded that it is a wonder they do not fall apart.

WARGEAR

Scavengers carry a variety of blades and axes (hand weapon). They may be given additional items at the following costs.

Orc bow	1 pt
Shield	1 pt
Two-handed weapon	1 pt

SPECIAL RULES

Backstabbers. Scavengers are at their most dangerous when their foe is cornered. When striking trapped models, Scavengers receive +1 to their rolls to wound.





SCENARIO : LOOT!

DESCRIPTION

One of Azghûr's raiding parties has descended on a small group of traders who are traveling from one settlement to another. Though overmatched and outnumbered, the traders will not easily give up their possessions, and their guards are launched into the fray. Can the Goblins overwhelm the defenders and loot the caravan?

STARTING POSITIONS

Before the game starts, the Good player divides his force into two numerically equal groups. One group, chosen by the Evil player, is deployed within 12"/28 cm of the center of the map – as are six baggage ponies (use riderless horses to represent them). The Evil player then deploys his force anywhere within 6"/14 cm of any board edge. The remaining Good models enter the board from any board edge at the end of his first Move Phase. Newly arrived models may not charge on the turn they arrive but otherwise may act normally.

OBJECTIVES

Members of the Good force are attempting to defeat the Evil force and thus save their lives and their wares. The game ends when all Evil models are slain or have left the board.

Major Good Victory/Evil Defeat

The game ends, and no Loot counters have been stolen.

Minor Good Victory/Evil Defeat

The game ends, and two Loot counters have been stolen.

Minor Evil Victory/Good Defeat

The game ends, and four Loot counters have been stolen.

Major Evil Victory/Good Defeat

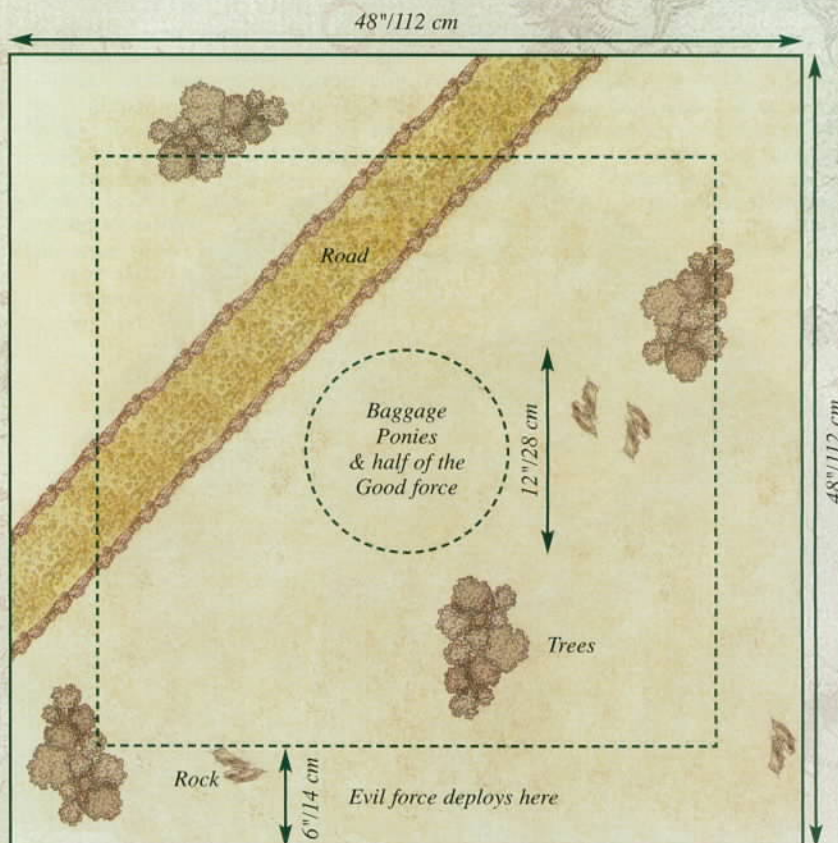
The game ends, and six or more Loot counters have been stolen.

SPECIAL RULES

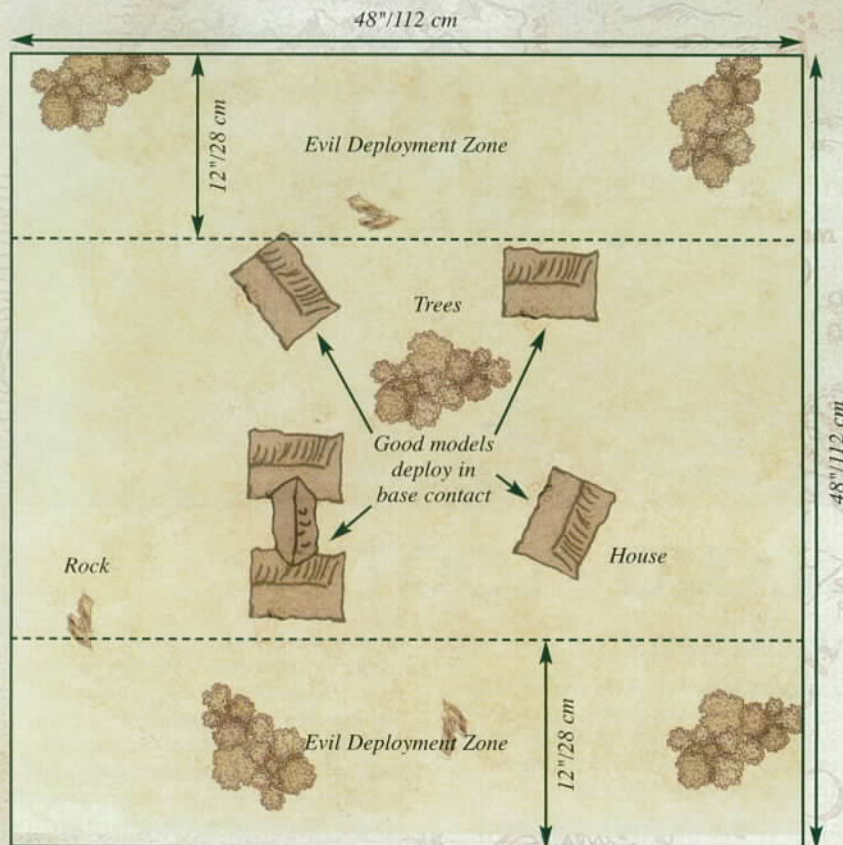
Baggage Ponies. The ponies may not attack, may not be attacked, and have no control zone. At the start of each Good Move Phase, they move 2D6"/4D6 cm in a direction chosen by the player with priority.

Loot. A Goblin may claim a single Loot counter by moving into base contact with a

baggage pony – place a counter in base contact with the Goblin. A Goblin can also seize an unclaimed counter by moving into base contact with it during the Move Phase. The counters are otherwise treated as light items, as described in the main rules manual. For purposes of Victory Conditions, a counter is stolen only when the Goblin carrying it moves off the board.



SCENARIO : PILLAGE!



DESCRIPTION

A peaceful settlement has come under attack by one of Azghûr's raiding parties. The defenders must fight for their lives and their homes, as the Goblin raiders are seeking not only to steal the people's belongings but to raze their settlement to the ground. Can the desperate defenders hold the line and thwart the Goblins?

STARTING POSITIONS

The Good player deploys three buildings at least 12"/28 cm from any board edge. He then deploys all the models in his force so that they are in base contact with any building. Once that is done, the Evil player splits his force into two numerically equal groups. He deploys one within 12"/28 cm of the northern board edge, and the other within 12"/28 cm of the southern board edge.

OBJECTIVES

The Good force is attempting to defeat the Evil force and thereby save their homes. The game ends when all Evil models are slain or have left the board.

Major Good Victory/Evil Defeat

The game ends, and no buildings have been destroyed.

Minor Good Victory/Evil Defeat

The game ends, and one building has been destroyed.

Minor Evil Victory/Good Defeat

The game ends, and two buildings have been destroyed.

Major Evil Victory/Good Defeat

The game ends, and three buildings have been destroyed.

SPECIAL RULES

Burn It Down! Attackers may attempt to set fire to a building during the Fight Phase, if they are in base contact and have performed no action other than moving that turn. The attacking player may roll a D6 for each of his models that is trying to set fire to a building. For every roll of a 5 or 6, the fire catches hold – indicate this fact with a suitable marker. At the start of each turn, before priority is rolled, add an additional marker to the building as the fire rages through its structure. If the winning roll for priority is lower than the number of Fire counters on a building, the structure collapses – replace it with a pile of rubble. Any models inside the building suffer a single Strength 10 hit (as well as any falling damage) and are knocked to the ground. Defending models may attempt to douse the flames on a building in the Fight Phase, if they are in base contact and have performed no action other than moving that turn. The defending player may roll a D6 for each of his models that is trying to douse the flames. For each roll of 6, remove a fire marker.

Loot. A Goblin may claim a single Loot counter by moving into base contact with a building – place a counter in base contact with the Goblin. A Goblin can also seize an unclaimed counter by moving into base contact with it during the Move Phase. The counters are otherwise treated as light items, as described in the main rules manual. For purposes of Victory Conditions, a counter is stolen only when the Goblin carrying it moves off the board.



As the forces of Evil attack, the Men of Gondor rally to push back the Goblin tide.

