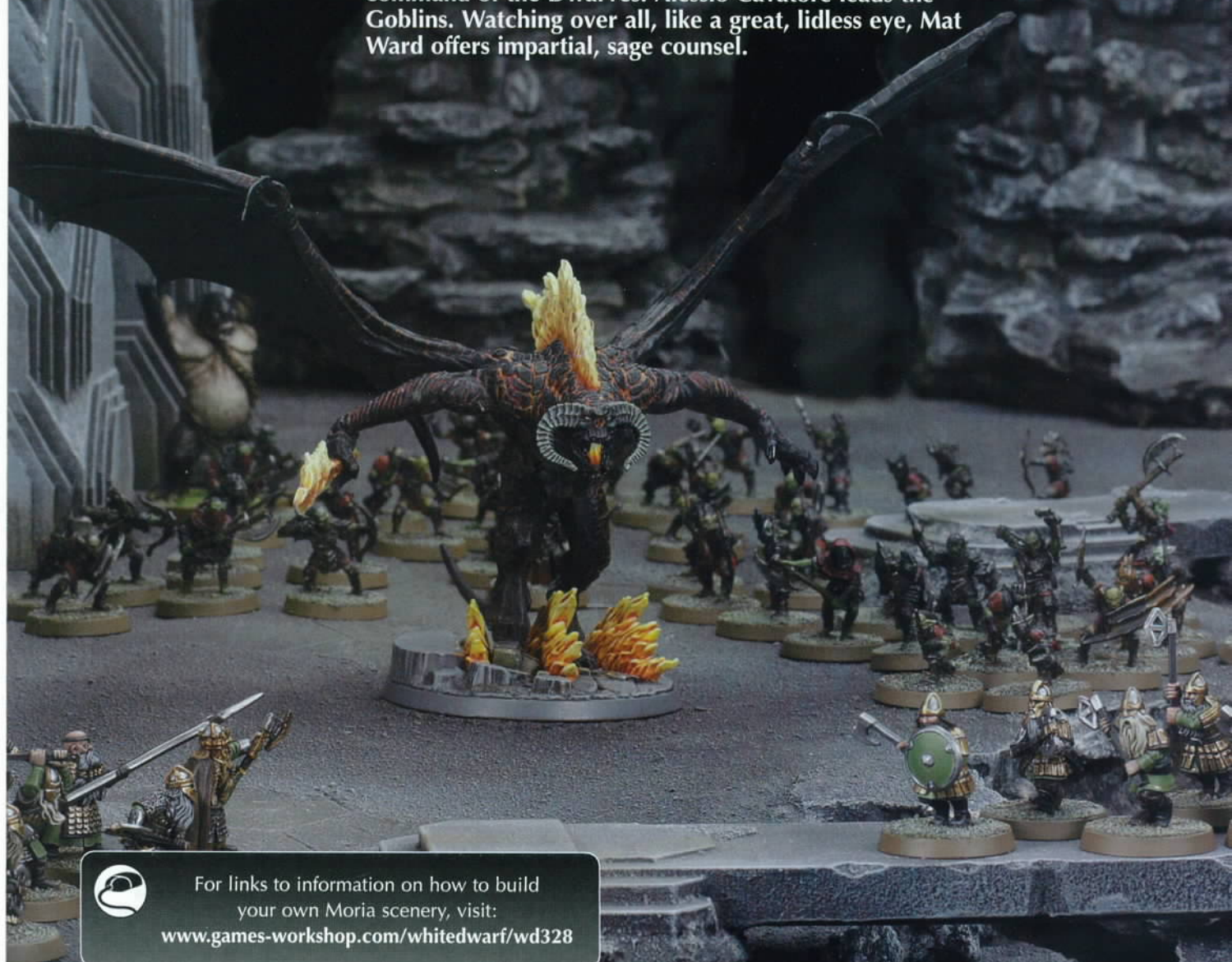


# THE BATTLE OF BARAZINBAR DEEPS

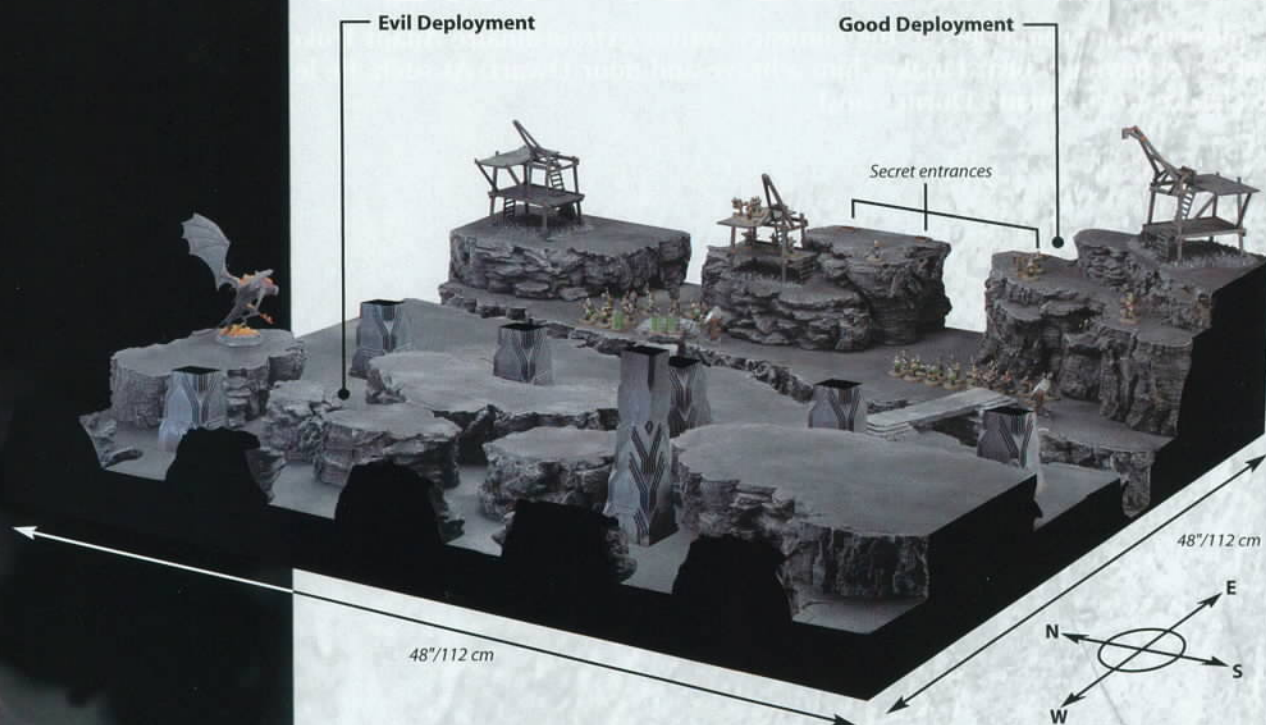
In this historical re-fight, King Durin and his force of elite Khazâd Guard must slay the feared Balrog of Morgoth or lose the kingdom of Khazad-Dûm forever. Adam Troke takes command of the Dwarves. Alessio Cavatore leads the Goblins. Watching over all, like a great, lidless eye, Mat Ward offers impartial, sage counsel.



For links to information on how to build  
your own Moria scenery, visit:  
[www.games-workshop.com/whitedwarf/wd328](http://www.games-workshop.com/whitedwarf/wd328)

THE  
**LORD OF THE RINGS**  
STRATEGY BATTLE GAME *Battle Report*





## The Scenario

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

This scenario is played on a board 48"/112 cm x 48"/112 cm, 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 in all manner of mine workings, corridors, and raised platforms.

## Starting Positions

The Good player selects 12 warriors to act as reserves and deploys the rest of his force and three mirrors within 12"/28 cm of the east board edge. The Evil player deploys the Balrog within 12"/28 cm of the west edge. All other Evil models are held in reserve. The Evil player also places three grate markers anywhere on the board.

## Special Rules

*Khazad-Dûm* has several special rules for fighting in Dwarf Holds. Below are the ones we used in this Battle Report. See p. 51 of *Khazad-Dûm* for more details.

**Mirrors.** Mirrors reduce the Courage of Evil models within 3" by 1.

**Grates.** Grates represent drainage channels and other things the forces of Evil might use to infiltrate a Dwarf stronghold. Evil reinforcements may move onto the table through a grate. If any model is standing on the grate, then it counts as sealed until the model moves away or is slain.

**Chasms.** Many chasms run underground. If

a model is pushed or falls off the edge of a chasm, he plummets to his death.

## Objectives

Both forces are seeking to eradicate the other. The first army 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. He neither values their efforts nor resents their presence. The Balrog is not considered Broken when the Moria Goblins are reduced to half their starting number. In turn, it may not benefit from other models' Heroic Actions.

**The Goblin Horde.** Behind the advancing Balrog approach the hordes of Moria Goblins. A small band of warriors is tasked with delaying the Goblins, but they are forced to fall back swiftly 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 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 of the Evil reserves (except Trolls) may enter by the secret entrances at this point, if the Evil player wishes (all Evil models must come on the board at this point; none can be saved for later). Newly arrived models may act normally but cannot charge.





# DEFENDERS OF THE HOLD

Despite constant reminders to the contrary, writer extraordinaire Adam Troke still thinks that having a beard makes him a brave and dour Dwarf. As such, he leaped at the chance to command Durin's host.



## ARMY LIST

- D** Durin
- M** Mardin
- C** Dwarf Captain with shield
- 1** 8 Dwarf Warriors with shields
- 2** 8 Dwarf Warriors with two-handed weapons
- 3** 8 Dwarf Warriors with bows
- 4** 2 Dwarf Warriors with banners
- K** 9 Khazâd Guard
- G** 6 Iron Guard
- V** 3 Vault Warden Teams
- B** 2 Dwarf Ballistas
- 5** 4 Dwarf Rangers with two-handed weapons
- 6** 4 Dwarf Rangers with Dwarf longbows
- 7** 4 Dwarf Rangers with throwing weapons

**Adam:** In this battle report, we're playing with the recommended participants (i.e., the ones with which we playtested the scenario). Thus, I know exactly what I have at my disposal. Durin is simply the toughest and most deadly Dwarf in the game, and with Mardin at his side, killing him will be very tricky. Add to that awesome heroic combination the fact that there are 24 Dwarf Warriors, 2 deadly Ballistas, 6 Iron Guard, 9 Khazâd Guard, and 3 Vault Warden teams – just ask yourself, how can I lose?

Well, the short answer is: the Balrog. This scenario re-creates the cataclysmic fall of Khazad-Dûm, as the Balrog casts the kingdom of the Dwarves into ruin. As such, it's very hard for the Good side to win – killing the Balrog is not easy, after all. My plan therefore needs to be a good one. I intend to advance Durin and his

bodyguards (Mardin and the Khazâd Guard) toward the Balrog as fast as possible. That might seem foolhardy, but my plan is simple and has proven very effective in the past. Durin and his bodyguards can make short work of the Balrog if they can just win the fight against it. There are a lot of two-handed weapons at my disposal in that little formation. The Ballistas will fire everything they've got at the Balrog, too, hoping for a lucky hit or two before the Goblins arrive. Ballistas, like all Siege Engines, are best suited to taking on models in groups, which they'll do when the Moria Goblins turn up.

The rest of my force will hold back in reserve. I'm counting on the Iron Guard and the Vault Wardens in particular to bear the brunt of the Goblin slaying, and backed up by the Dwarf Warriors, the Wardens should be just fine.



# THE DOOM OF MORIA

Venerable games writer Alessio Cavatore is one of the brains behind The Lord of The Rings strategy battle game. He hasn't seen action in a battle report for a while and was only too keen to try and end Adam's winning streak.



**Alessio:** Too many times I've seen super-hard models like Sauron, Mûmakil, Dragons, or the Balrog succumb to the temptation of charging alone into the middle of an enemy army. The result is pretty much always the same – at first they enjoy a lot of maiming and killing, but eventually their luck runs out (together with their reserves of Might, Will, and Fate), and they're surrounded and dragged down by sheer weight of numbers. Not this time! My plan is simply not to allow the Balrog to end like that. I'll make sure that he waits for the arrival of the Goblin horde (and its Trolls), before he tries to take on Durin and his magical axe. This plan, however, might mean that the demon will behave a bit too cautiously – definitely out of character! I hope that Adam will deploy his force across the entire length of the board, which will allow the Balrog to do a

classic flank assault maneuver, attack one end of the enemy line (as far away from Durin as possible!), and save face by killing some Dwarves before the Goblin backup arrives.

Once they arrive, I'll place the Captain with the bow on a vantage point with all of the archers, with the intention of pincushioning the Ballistas. The Bat Swarms will also prove very useful for going after the war machines.

Bolstered by the Shamans' Fury spells and the effect of the Drum behind them, my little Goblins will hang around the heavy hitters, fight defensively to try and survive, and most importantly, prevent the enemy from surrounding the big guys. This strategy should force the Dwarves to fight with only a few models at a time against each of the monsters – combats that they are not likely to win!

## ARMY LIST

- B** The Balrog
- A** 1 Moria Goblin Captain
- C** 1 Moria Goblin Captain with Orc bow
- S** 2 Moria Goblin Shamans
- 1** 16 Moria Goblins with shields
- 2** 16 Moria Goblins with Orc bows
- 3** 16 Moria Goblins with spears
- P** 6 Moria Goblin Prowlers with two-handed weapons
- T** 2 Cave Trolls
- SW** 3 Bat Swarms
- D** Moria Goblin Drum





## SHADOW AND FLAME Turns 1-5



**A** Alessio had planned to use the secret entrances to get behind the Dwarf lines and destroy the Ballistas quickly before going on to cause more mischief. Unfortunately, these entrances were just too close to the Dwarves' starting positions. Thus, it proved relatively easy for Adam to block them by standing some Dwarves on the markers by Turn 3.

**B** The Dwarf Ballistas were struggling to hit the Balrog thanks to Alessio's canny use of terrain, which forced Adam to make "in the way" tests, which he kept failing. Even when out in the open, the Balrog's tough hide and the scatter rules had the Ballistas struggling to penetrate.

**C** A plucky Dwarf archer managed not only to hit the Balrog in Turn 4 but to wound it as well, despite needing to score two sixes in a row to do so. The same Dwarf managed to score a second wound on the creature in the very next turn! Adam promptly named the lucky archer "Super Dwarf," and many bards would sing his praises should the Dwarves win the day.

**D** The Balrog used his ranged whip attack on an Iron Guard on the north side of the chasm and flung him to his death.

Adam deployed his sizable Dwarf force in two main chunks. In the northeast area, close to the collapsed bridge, were the Vault Wardens, Iron Guard, and stoic Dwarf Warriors with shields. Above them on a mining platform was one of the Dwarf Ballistas. The other main portion of the Good force consisted of Durin, Mardin, and the elite Khazâd Guard, all deployed close to the south bridge. The second Dwarf Ballista was placed on a ledge above Durin's host. A smattering of Dwarf archers also took up positions along the higher levels of the east edge.

As the battle began, the Balrog skulked close to the massive pillars in the northwest of the board. During the Deployment Phase, Alessio had placed all three of the Evil secret entrance counters just behind the Dwarf lines. Adam used the first 3 turns of movement to call back three Dwarf archers to stand on the grates and prevent their use by the Evil force (A).

Adam began his first few turns by moving the King and his retinue across the intact south bridge and then north along the side of the chasm. The Vault Wardens moved to the edge of the collapsed north bridge and firmly planted their shields. The Iron Guard and third Vault Warden Team moved to the narrow north passage in case the Goblins arrived from that edge.

The Balrog spent the first 3 turns moving into the center of the board and

used the great pillars as cover from the fire of both Dwarf Ballistas (B). In Turn 4, the Balrog changed tack and strode purposefully out of cover and advanced toward the chasm close to the north bridge. Despite shrugging off fire from the Ballistas, the Balrog was wounded by a humble Dwarven arrow (C).

In Turn 5, Evil won the priority roll, and the Balrog advanced further toward the chasm edge, ever closer to Dwarves on the northeastern side of the crevasse. In the Good Move Phase, the Iron Guards, Vault Wardens, and Dwarf Warriors moved toward the edge of the chasm and spread out in the hope of blocking the Balrog from jumping across and causing chaos. Durin and his host were now on the west side of the board, moved as fast as they could toward the Balrog, and hoped to enter into combat with the beast before the Goblins arrived. The Dwarves ended their move very close and would be able to charge if the Balrog didn't win priority next turn.

Adam finally rolled a 4 for his reserves, and the Dwarf Rangers appeared on the north side of the board – no doubt the Goblins were close behind.

In the Shoot Phase, the Balrog used his whip to pull an unfortunate Dwarf from the north edge of the chasm into the deep crevasse (D). The Dwarves fought back by scoring yet another wound from bow fire – inflicted by the same Dwarf archer who had wounded the beast in Turn 4.







## BATTLE TRACKER



### ARMY LIST

#### **B** The Balrog

- A** Moria Goblin Captain
- C** Moria Goblin Captain with Orc bow
- S** Moria Goblin Shamans
- 1** Moria Goblins with shields
- 2** Moria Goblins with bows
- 3** Moria Goblins with spears
- P** Moria Goblin Prowlers with two-handed weapons
- T** Cave Trolls
- SW** Bat Swarms
- D** Moria Goblin Drum

- D** Durin
- M** Mardin
- C** Dwarf Captain with shield
- 1** Dwarf Warriors with shields
- 2** Dwarf Warriors with two-handed weapons
- 3** Dwarf Warriors with bows
- 4** Dwarf Warriors with banners
- K** Khazad Guard
- G** Iron Guard
- V** Vault Warden Teams
- B** Dwarf Ballistas
- 5** Dwarf Rangers with Dwarf longbows
- 6** Dwarf Rangers with throwing weapons
- 7** Dwarf Rangers with two-handed weapons



### MAT SAYS...

In placing his Ballistas up on the rock ledges, Adam gave himself a good field of fire. However, he chose not to give the Ballistas a bodyguard. This decision normally wouldn't be a problem, but in this scenario, Alessio was able to place several Secret Entrances behind the Dwarf lines, which gave him a chance of overwhelming the siege engine crew before they could summon aid.





## MARCH OF THE GOBLINS Turns 6-10



**A** The Balrog charged the Dwarf Rangers, and killed one with its fiery lash and another in combat. In the following turn, the Balrog charged the remaining Rangers who were fleeing for their lives, instantly killed another two, and moved within range of Durin.

**B** Both Goblin Shamans cast Fury, which meant that every Evil model within range of them was immune to Courage Tests and could ignore wounds on the D6 score of a 6.

**C** Rather than having the Vault Wardens take the long route down to cross the south bridge over the chasm, Adam chose the risky move of having the Dwarves jump across it. Unfortunately, Adam rolled a 1 for both members of the first team, and they plunged to their deaths!

**D** The bow-armed Gobblins on the east side of the board were largely ineffective, apart from the Goblin Captain who hit the Balrog-wounding "Super Dwarf." The Captain failed to wound the Dwarf archer, but Alessio spitefully used his 2 Might Points to kill off the valiant warrior.

**E** Once the Goblin Drummers placed their instrument behind the far North Pillar – out of sight of any Dwarf arrows or throwing axes – they started banging it. Thus, all Good models were now at -1 Courage, and all Moria Gobblins in combat acted as though they were in range of a banner.

### MAT SAYS...

By repeatedly allowing his Bat Swarms to get drawn off into one-on-one combats, Alessio forfeited the advantage that the Blinding Swarm rule bestowed. Even with a halved Fight value, a Dwarf Warrior is more than a match for a flock of bats, but a Moria Goblin (or two) could have held the combat to a tie.

### THE BALROG

The Balrog began its push through the Dwarf forces, plowed through the Rangers, and beat Mardin to within an inch of his life!



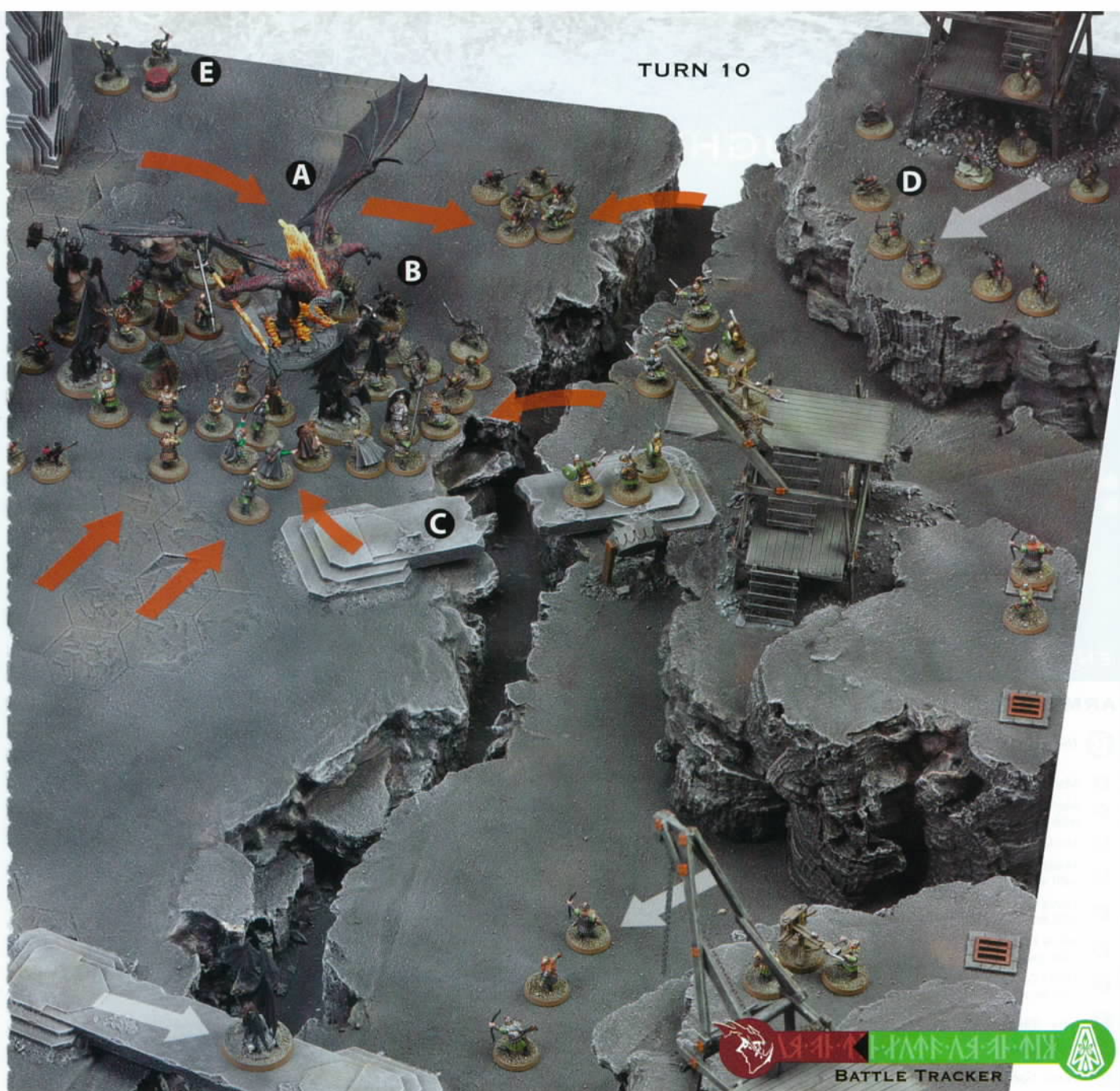
The Evil side took priority in Turn 6, and the Balrog turned north to charge the newly arrived Rangers (A). Durin's host followed, frustrated they could not force the creature into combat with them. Accompanied by the sound of beating drums, the Gobblins turned up en masse. A small Evil force appeared on the northeast ledge above the Dwarves by the chasm. The vast majority of the Gobblins, along with two Cave Trolls and three Bat Swarms, piled around the Balrog and Dwarf Rangers. There was a hiss of foul magic as the Goblin Shamans immediately cast their dark spells (B).

The Rangers not engaged in combat dashed past the fearsome Balrog in an attempt to join up with Durin's host. Some of the Dwarves on the north side of the board, including a Captain, attempted to cross the chasm to try to even up the sides but not all survived the perilous leap (C).

The battle was truly joined as the Gobblins and Balrog charged into the retreating Dwarf Rangers, and came within range of Durin's retinue and those Dwarves who had survived the chasm crossing. The Gobblins who arrived on the northeast side of the board were armed with bows and set about firing upon the Dwarves with mixed success (D).

Durin and Mardin managed to charge the Balrog but were beaten. The Balrog concentrated all hits on the King's Ward, who survived only by expending his Fate Points. The Khazâd Guard charged as many Gobblins as possible but failed to make any headway due to Adam's appalling dice rolls. As the battle progressed, the Balrog moved away from the King, and so Durin confronted one of the Cave Trolls and killed it with a broad sweep of his mighty axe.





TURN 10



## ARMY LIST

- B** The Balrog
- A** Moria Goblin Captain
- C** Moria Goblin Captain with Orc bow
- S** Moria Goblin Shamans
- 1** Moria Goblins with shields
- 2** Moria Goblins with bows
- 3** Moria Goblins with spears
- P** Moria Goblin Prowlers with two-handed weapons
- T** Cave Trolls
- SW** Bat Swarms
- D** Moria Goblin Drum

- D** Durin
- M** Mardin
- C** Dwarf Captain with shield
- 1** Dwarf Warriors with shields
- 2** Dwarf Warriors with two-handed weapons
- 3** Dwarf Warriors with bows
- 4** Dwarf Warriors with banners
- K** Khazâd Guard
- G** Iron Guard
- V** Vault Warden Teams
- B** Dwarf Ballistas
- 5** Dwarf Rangers with Dwarf longbows
- 6** Dwarf Rangers with throwing weapons
- 7** Dwarf Rangers with two-handed weapons





# MASS SLAUGHTER

Turns 11-15



## ARMY LIST

- B** The Balrog
- A** Moria Goblin Captain
- C** Moria Goblin Captain with Orc bow
- S** Moria Goblin Shamans
- 1** Moria Goblins with shields
- 2** Moria Goblins with bows
- 3** Moria Goblins with spears
- P** Moria Goblin Prowlers with two-handed weapons
- T** Cave Trolls
- SW** Bat Swarms
- D** Moria Goblin Drum

- D** Durin
- M** Mardin
- C** Dwarf Captain with shield
- 1** Dwarf Warriors with shields
- 2** Dwarf Warriors with two-handed weapons
- 3** Dwarf Warriors with bows
- 4** Dwarf Warriors with banners
- K** Khazâd Guard
- G** Iron Guard
- V** Vault Warden Teams
- B** Dwarf Ballistas
- 5** Dwarf Rangers with Dwarf longbows
- 6** Dwarf Rangers with throwing weapons
- 7** Dwarf Rangers with two-handed weapons

At the start of Turn 11, Good received priority. Durin wasted no time and charged straight into the second Troll. More Iron Guard and Dwarf Warriors successfully crossed the chasm and landed on the west side of the crevasse. In a counter move, some Goblins leaped across to intercept the Dwarves and used their Cave Dweller abilities to ignore Jump tests. The Dwarves finally had an effective Shoot Phase, with the Ballista taking out numerous bow-armed Goblins on the far north of the board.

The Fight Phase was the hardest yet. Durin killed the other Troll with relative ease, while Mardin was victorious over a Goblin Captain but failed to wound the foul creature. Goblins swarmed over the hardy Vault Wardens but were confounded by the Dwarves' tough armor and tower shields.

In Turn 12, the Goblins began to overpower the stalwart Dwarves, and the Evil side's superior numbers really began to show. Meanwhile, a Bat Swarm managed to circumvent the mass combat and head south toward the far bridge (A).

All was not lost for the Dwarves. If they could force the Goblins to break – a relatively easy task despite their numbers – the Good force could concentrate on the Balrog and hopefully destroy it. Combat came round quickly. Once again, Durin proved his mettle by slaying one of the Goblin Shamans. Mardin heroically moved into a mass of Goblins and set to work with his massive spear (B). The Khazâd Guard bravely fought on against the Balrog (C).

In Turn 13, Evil gained priority. The Goblins passed their Terror tests and charged into Durin. Once more, the





## BATTLE TRACKER

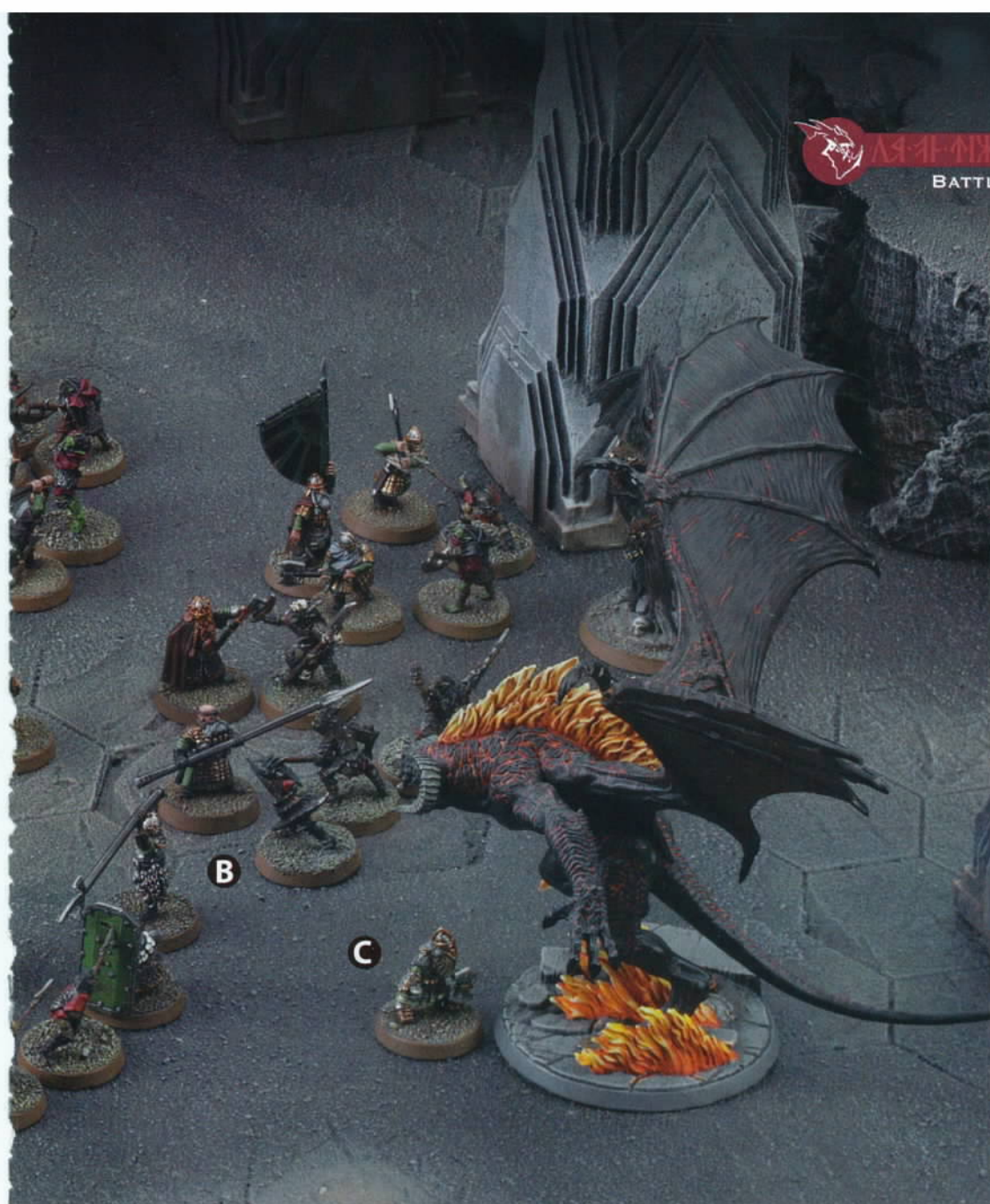
**A** The Bat Swarm flew south and over the chasm to attack the Dwarf Ballista crew. After a few rounds of combat, the bats wiped out the hardy crew and then began to fly north again to attack the other fearsome siege engine.

**B** Over the next 3 turns, Mardin fought on and used his Heroic Move to allow the Khazâd Guard to charge the Balrog. Eventually, with his Might depleted, Mardin succumbed to sheer weight of numbers, but only after killing many of the Goblin horde.

**C** The Khazâd Guard bravely stood up to the Balrog despite losing many of their number to it. In Turn 12, they won the combat but failed to wound the demon. In subsequent fights they were wiped out, leaving the Balrog free to charge the Vault Wardens.

## MAT SAYS...

In *The Lord of The Rings* game, siege engines are powerful tools but not precision implements. They need large or immobile targets to work effectively – something that was amply demonstrated this game. When firing at enemy models, you need to target a good-sized clump or the shot is almost certain to miss. In the early stages, Adam's Ballistas were unable to score the required 6's on the scatter table and so the Balrog went unscathed. Conversely, a couple of good shots into the Moria Goblin ranks later in the game (where the scatter table would have been much more forgiving) would have been devastating.



spiteful creatures swarmed around the Dwarves, while Goblin archers fired callously into combat in an attempt to hit Durin. The Fight Phase was as epic as it had been in the previous few turns. A Vault Warden Team and the Dwarf Captain killed a total of four Goblins between them.

Durin beat the Goblins he was fighting but failed to wound any of them. The Balrog slew one of the two remaining Vault Wardens. The Dwarf numbers were in serious decline, and the Good force was now below half strength. To make life harder for Adam, the Goblin drum continued to beat and sapped the Good side of courage.

In Turn 14, Durin passed his Courage test with ease. Thus, all the Good models

within 6" of him stayed on the board. Adam had made sure to keep Durin in a central position. However, all the Dwarves to the south fled, obviously heading up to the higher levels to alert the remaining Dwarven inhabitants. The Dwarves on the east side of the chasm bravely fought on.

## To make life harder, the Goblin Drum continued to beat and sapped the Good side of courage.

Turn 15 saw more brave Dwarves slaughtered as the Balrog charged into the Rangers. Four more Dwarves, finding themselves beyond the influence of a Hero, also fled from the mines.





# DURIN'S BANE

Turns 16-20



## ARMY LIST

- B** The Balrog
- A** Moria Goblin Captain
- C** Moria Goblin Captain with Orc bow
- S** Moria Goblin Shamans
- 1** Moria Goblins with shields
- 2** Moria Goblins with bows
- 3** Moria Goblins with spears
- P** Moria Goblin Prowlers with two-handed weapons
- T** Cave Trolls
- SW** Bat Swarms
- D** Moria Goblin Drum

- D** Durin
- M** Mordin
- C** Dwarf Captain with shield
- 1** Dwarf Warriors with shields
- 2** Dwarf Warriors with two-handed weapons
- 3** Dwarf Warriors with bows
- 4** Dwarf Warriors with banners
- K** Khazâd Guard
- G** Iron Guard
- V** Vault Warden Teams
- B** Dwarf Ballistas
- S** Dwarf Rangers with Dwarf longbows
- 6** Dwarf Rangers with throwing weapons
- 7** Dwarf Rangers with two-handed weapons

In Turn 16, things were beginning to look grim for Adam, as the game began to follow the path of the historical record. Durin passed a critical Courage test, as the last few Dwarves fought on. Goblins swarmed around Durin in a vain attempt to take him down, but they proved no match for the King of Khazad-Dûm. The Balrog continued its rampage through the last remaining Dwarf Rangers and Khazâd Guard. By the end of Turn 16, all that remained of the Dwarf force was Durin, a trusty Dwarf Warrior at his side, the brave Captain, a tower shield bearer, and one last Iron Guard across the chasm. In spite of the situation, Durin managed to slay enough Goblins to break the Evil force, so they would be taking Courage tests in the subsequent turns.

Turn 17 opened with Durin making a beeline for the Goblin Drummers, while

the last few Dwarf-folk readied their weapons. Most of the Goblins remained on the board thanks to the Fury spells that were cast earlier in the game. The Goblin Drummers, seeing Durin marching his way toward them, fled off the table. The valiant Dwarf Captain, who had fought for so long since jumping the chasm, succumbed to the flaming sword of the Balrog along with the last of the Vault Wardens. The Iron Guard to the east kept on fighting, despite being utterly surrounded.

With their backs to the far pillar and the Balrog now turning its full attention to the Dwarf King, Durin and his remaining kinsman started slaying Goblins at a phenomenal rate and singing an ancient Dwarven war song as they slaughtered the evil creatures. Unengaged Goblins fled in droves, terrified of the Dwarf King as he slew their kin with every swipe of his axe.





BATTLE TRACKER



### MAT SAYS...

Once Durin got stuck into fighting Goblins and Trolls, his formidable combat skills really had the opportunity to shine – not many Dwarves can hope to kill two Trolls in as many turns. If only Durin had been unleashed on the Goblins early on (rather than hopelessly flailing at the Balrog), the end result would have been quite different.



The last remaining Iron Guard went down to a hail of arrows, the Goblins refusing them the honor of a glorious death in close combat.

As Turn 18 came around, Adam was forced to spend Will Points to keep King Durin in the game. Seeing the Balrog closing on him, the King set about the Goblins, followed by the last remaining Dwarf Warrior.

In Turn 19, the Dwarf Warrior was brought down by Goblins, though the horde parted from Durin to allow him to meet his doom. In the final turn of the game, the Balrog stormed across the corpse-strewn cavern floor to confront the Dwarf King.

Durin stood alone against a horror from the ancient world. The demon brandished its flaming sword, and Durin held his axe, a powerful and ancient heirloom. The weapons clashed causing sparks to illuminate the darkness. The Balrog proved stronger, wounding the Dwarf three times.

**The Goblins fled, terrified of the Dwarf King who slew their kin with every swipe of his axe.**

The line of Durin was brought to an end, and the Dwarves of Dwarrowdelf were utterly crushed. Khazad-Dûm would be no more, and the Balrog and the Goblins would inherit the ancient Dwarf realm.

### CONCLUSION

History repeated itself, as Durin and the Balrog dueled. Evil came out on top, though only just, and the Dwarves were defeated.

**EVIL VICTORY**

**GOOD DEFEAT**





# VICTORY IS MINE!



## GOBLIN

### OF THE MATCH

Although the Balrog was the model that killed the most enemies by far, I'd like to award this title to the two Goblins operating the Drum. Their contribution was vital, allowed me to turn around the result of scores of lost fights, and lowered the Courage of every single Dwarf on the table, which made it more likely for the Dwarves to run once their army was broken!



**Alessio:** What can I say? The plan worked. I managed to support my big monsters with my little ones, and the big hitters did their job of mauling the foe. However, I have to admit that, by the end of the game, I was feeling very ashamed every time I rolled a die and another 6 appeared! Normally, Dwarves prove almost impervious to Strength 2 and 3 hits, like the ones caused by my Goblins, but this time around, my puny warriors performed like elite Uruk-hai – hitting, winning fights, and especially wounding so much more often than they should have. Obviously, the fate of the Dwarves was already decided.

I have to give the greatest credit to Adam for managing to keep a cheerful attitude and still trying to turn around a game plagued by such consistent bad luck! Even after their army was broken, with things going from bad to worse, Durin's folk kept coming at us with typical Dwarf

stubbornness and throwing themselves courageously at the rampaging Balrog. Eventually, the Dwarves even managed to break my army, but the power of the Drum meant that both forces had pretty much the same Courage! If the game had ended with only the Balrog left on my side and Durin and a few Dwarves for Good, they would have stood a chance. However, that was

**I saw upon the bridge that which haunts our darkest dreams. I saw Durin's bane!**

– Gimli, *The Lord of The Rings*

not to be. Instead, Durin was the one left alone, facing an almost healthy Balrog and quite a few Goblins (with a Shaman keeping them from running). The noble Dwarf did not stand a chance, and he soon met his fiery doom and went to join his ancestors – everything ended as it was supposed to.

## A POINTS MATCH MORIA GOBLIN FORCE

In the Games Workshop Staff Tournament in 2006, I used a Moria Goblin force (see the list below). It featured five Heroes: Durburz and two Captains for their Might, and a pair of Shamans for the absolutely vital Fury magical power and for transfixing the odd enemy Hero. The two Cave Trolls contribute the much-needed high Fight and Strength

values, and the Bat Swarms help to take down great Heroes by lowering their Fight value and are very useful for rushing at high speed toward enemy war engines. Finally, the Goblin Warriors are there to bulk up the size of the force, to surround powerful heroes, and to provide tactical flexibility with their bows.

### ARMY LIST

|                                      |                   |
|--------------------------------------|-------------------|
| Durburz, Goblin King of Moria .....  | 60 points         |
| 2 Moria Goblin Shaman .....          | 90 points         |
| 2 Moria Goblin Captains .....        | 80 points         |
| (with shields)                       |                   |
| 34 Moria Goblins .....               | 170 points        |
| (10 shields, 10 Spears, 14 Orc bows) |                   |
| 2 Cave Trolls .....                  | 160 points        |
| 2 Bat Swarms .....                   | 40 points         |
| <b>TOTAL.....</b>                    | <b>600 points</b> |



◀ Though I wouldn't change the number of basic Goblins in my force too much, I'd certainly squeeze as many bow-armed warriors into it as possible!



◀ More Might Points please! Durburz is a powerful Hero and is just the ticket when facing high-Defense, Hero-heavy armies.







## THE KING IS DEAD



**Adam:** Ouch! I have been vanquished. All of my bearded little warriors are dead, and Khazad-Dûm has fallen into darkness, a lair for bats, Goblins, and worse. So, what went wrong?

First, there was my deployment. I (like an idiot) placed half of my force behind the chasm. I should have marched them all out to fight across the intact bridge. That single move cost me more than anything else. A Dwarf army works best when as much of it is fighting as possible. Instead, I left a sizable chunk twiddling its thumbs on the other side of the chasm. It was my own fault, and there's nobody else to blame.

Second, I (again, like an idiot) chose the wrong board edge for the reinforcements. I had good logic behind my plan – I didn't want an enemy getting behind me. Sadly, what I did was allow Alessio to bring his entire army to bear against my elite warriors and the King. With the Balrog at the fore, the Goblin horde was just too much to handle for even these accomplished fighters. I should have chosen the other table edge and attempted a fighting retreat with the Rangers, while the rest of the force mugged the Balrog and prepared to take on the Goblins. I made a mistake – nobody else to blame here either.

Third, I'd like to point out the bias of the dice, the cruelty of the luck gods, the misalignment of heavenly portents, and an ageless conspiracy masterminded by the Dark Lord himself. Apparently, though, only beardless cretins blame luck, so I'll move on.

Despite losing the game, it was a great encounter. The Dwarves were stubborn in the face of terrible odds and proved, as

ever, incredibly hard to kill. Only when the Balrog cut a hole right through the middle of my force was the situation beyond salvaging, and even then, the Dwarves fought on heroically and broke the back of the Moria Goblin army. Durin was awesome, slaying two Cave Trolls in as many turns before turning his axe on the Goblin masses. The Vault Wardens (those who didn't fall down the chasm) were great and practically unkillable until the Balrog got to them. The Iron Guard proved why they are some of the most fearsome shock troops in Middle-earth. When it came to it though, Alessio played the better game. The Balrog certainly showed why it has such a fell reputation, and Alessio and I got to re-create one of the most exciting events from the world of *The Lord of The Rings*. I really can't complain about that. It's games like this – atmospheric, exciting, running to a great narrative – that keep me coming back to play *The Lord of The Rings* strategy battle game again and again.

I can safely say losing this battle hasn't put me off those lovely Dwarves one bit. They remain my favorite army. In fact, this game has steeled my resolve. Perhaps Signore Cavatore fancies a rematch with a scenario from *Legions of Middle-earth*. I've got a case full of Dwarves that want to cast out Evil and have their revenge.

## DWARF OF THE MATCH

**Durin** – he's the hardest Dwarf in the entire game, and he showed why in this battle: two Cave Trolls, a Shaman, and a swathe of filthy Goblins all hewn down by his legendary axe. It took a Balrog to bring him down – that's not a bad eulogy now, is it?



**Moria! Wonder of the Northern world! Too deep we delved there, and woke the nameless fear.**

– Gléin, *The Lord of The Rings*

### IF IT HAD BEEN A POINTS MATCH...

The army I used in this game was a great force. However, if I were going to play again, I'd make a couple of tweaks. The first would be to leave out a Ballista and one of the Dwarves with a banner. The Ballistas don't get enough clear shots in this scenario. Thus, I'd use the points to add some more Dwarf Rangers. The more Dwarf longbows the better. They have the same chances of wounding Defense 4 Goblins as a regular Dwarf bow but have a longer range.

#### ARMY LIST

|   |                   |
|---|-------------------|
| Durin .....   | 160 points        |
| Mardin .....  | 75 points         |
| 25 Dwarf Warriors .....                                 | 246 points        |
| (including one banner)                                  |                   |
| 20 Dwarf Rangers .....                                  | 148 points        |
| (12 Dwarf longbows, 4 throwing axes, 4 two-handed axes) |                   |
| 12 Iron Guard .....                                     | 180 points        |
| 2 Tunnel Fighting Teams .....                           | 50 points         |
| 6 Khazad Guard .....                                    | 66 points         |
| Ballista .....  | 60 points         |
| <b>TOTAL .....</b>                                      | <b>985 points</b> |

I'd also look to spend some points on getting more Iron Guard. Those guys are worth their weight in Mithril. Ideally, I'd have included 12 of them to act as my reserves. I think that 12 Iron Guard can fight as well as 24 normal Dwarves, if they are used effectively. Instead of fleeing in the face of the Goblin horde (which did me almost no good anyway), I'd just throw them headlong into action instead and take as many Goblins with them as I could.



◀ The key to victory in Moria, at least for me, is more Iron Guard! I would expect these fellows to break the Goblin force much earlier in the game.