

## Participants

The Good side consists of Balin, 1 Dwarf Captain, 8 Khazâd Guard, 2 Dwarves with axes and shields, 3 Dwarves with axes and Dwarf bows and 1 Dwarf with a two-handed axe. Balin has Durin's Axe.

The Evil side consists of 1 Goblin Captain, 1 Goblin Shaman, 16 Moria Goblins with Orc bows, 8 Moria Goblins with swords and shields, 8 Moria Goblins with spears and 1 Cave Troll with a Troll chain.

## Points Match

If you want to play this game with other forces, choose 300 points of troops for the each side. Each side must include at least one Hero.

## Layout

The scenario is played on a board 48"/112cm by 48"/112cm. Kheled-zâram lies in the centre of one board edge and a stream, around 3"/8cm wide, flows from it and off the opposite edge (see map). Kheled-zâram counts as impassable terrain. The stream is very shallow and it can be crossed at any point, but counts as difficult terrain.

The Eastgate and walls of the mountain should be set up along one table edge (see map). The mountains count as impassable terrain - even Moria Goblins cannot climb them. Finally, Durin's pillar should be set up on the opposite side of Kheled-zâram from the Eastgate. This is where Durin first looked into Mirrormere, and where Balin has gone to emulate his ancestor.

## Starting positions

The Good player deploys Balin next to Durin's pillar and the other Dwarves within 12"/28cm of him.

Next, the Evil player deploys his force up to 12"/28cm into the board and within 12"/28cm of the stream.

## Objectives

The Good side wins if Balin exits the board through the Eastgate.

The Evil side wins if Balin is killed.



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# SCENARIO 4 – THEY ARE COMING... 41

## Description

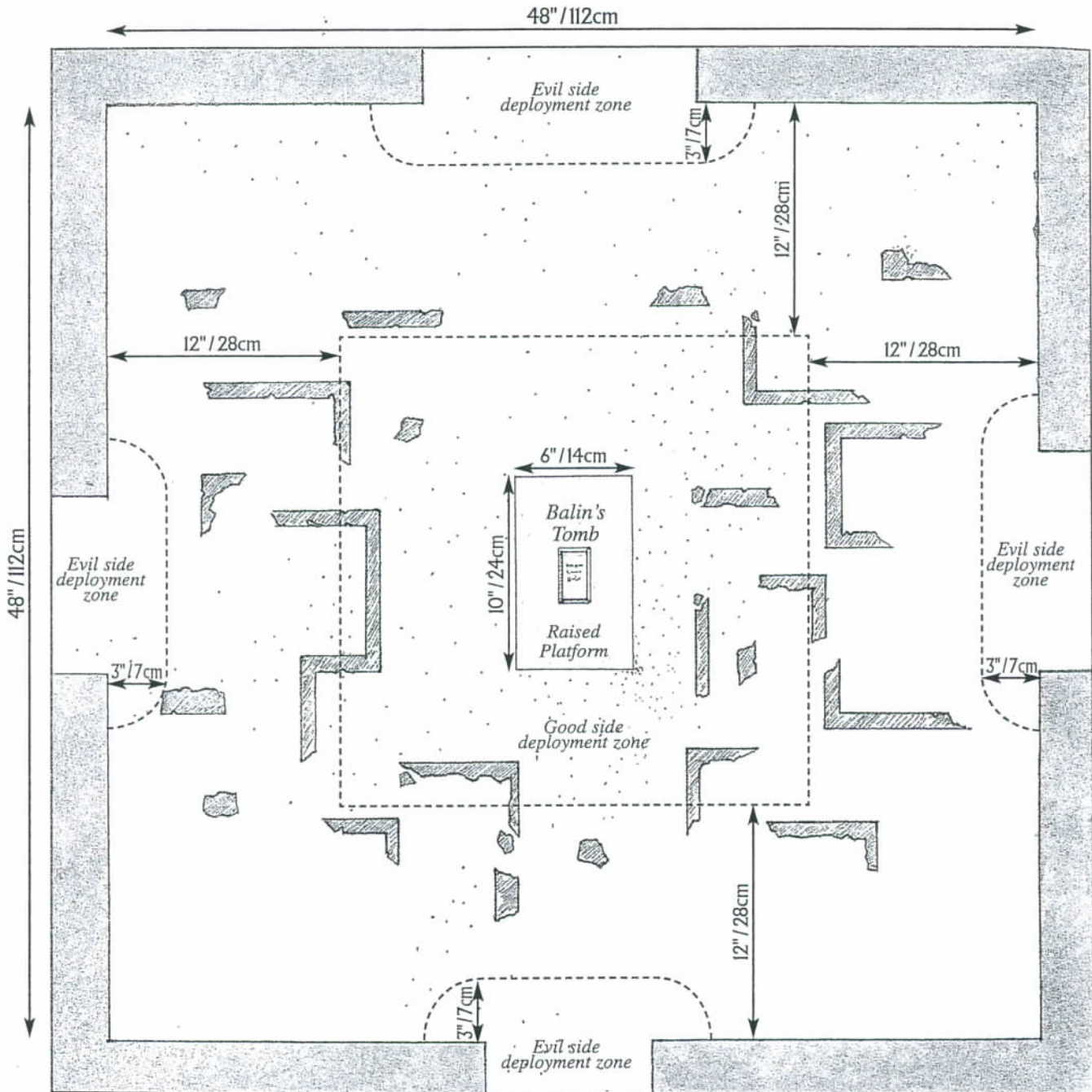
*We cannot get out. The end comes, and those of us that remain await our fate within the chamber of Mazarbul, defending the Lord of Moria's resting place to our last breath. Though they come to kill us like rats in a trap, we shall fight to the last. The chamber even now echoes to the sound of drums, drums in the deep. They are coming.*

With the death of Balin on the shores of the Mirrormere, the tide of the battle for Moria has turned. Hordes of Goblins pour out of the mines and caves, and overrun the hopelessly outnumbered Dwarves. As the Goblins drive the Dwarves out

of the mines, the shadowy figure of the Balrog can be seen driving them forward. Escape is no longer possible and, gathering around Balin's Tomb, the few surviving Dwarves plan to sell their lives dearly, hoping to weaken the Goblin force sufficiently to allow one of their number to carry the tragic news to Erebor...

## Participants

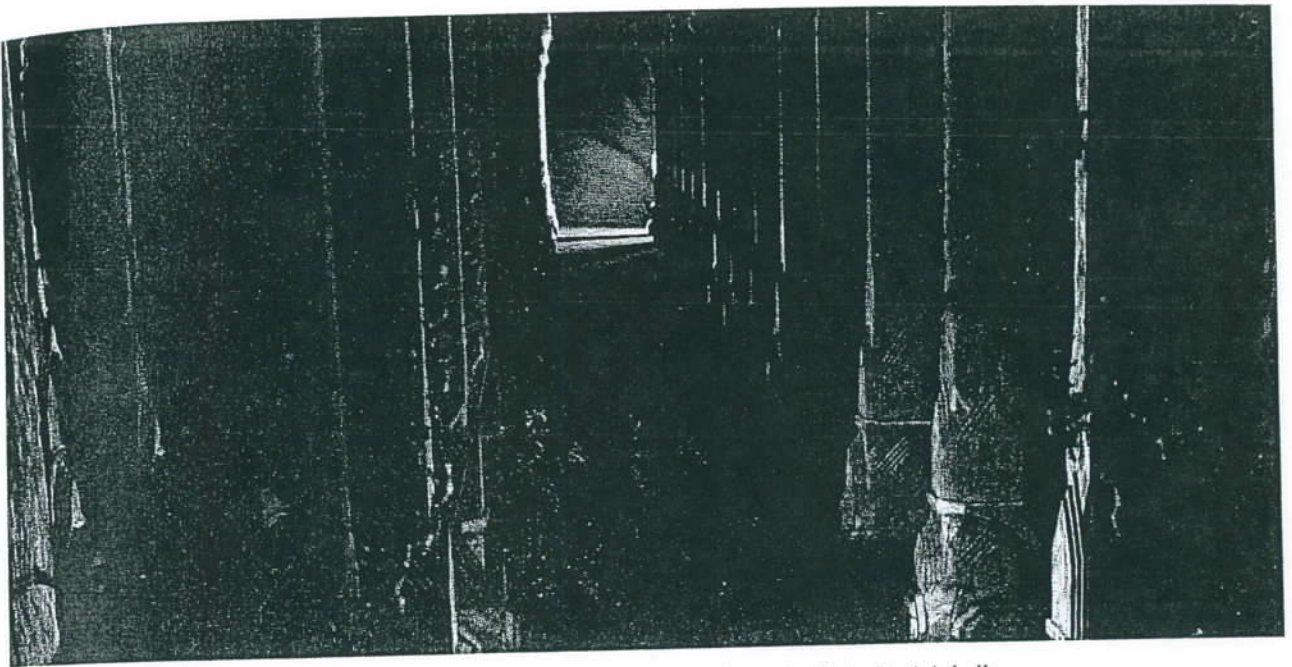
The Good side consists of 2 Dwarf Captains, 5 Khazâd Guard, 10 Dwarves with axes and shields, 5 Dwarves with axes and Dwarf bows and 5 Dwarves with two-handed axes.



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*No harp is wrung, no hammer falls: The darkness dwells in Durin's halls.*

On the Evil side are the Balrog, 2 Goblin Captains, 1 Goblin Shaman, 8 Moria Goblins with Orc bows, 8 Moria Goblins with spears and 8 Moria Goblins with swords and shields.

#### Points Match

If you want to play this game with other forces, choose 300 points of troops for the Good side and 500 points for the Evil side. Neither player may have more than a third (33%) of their models armed with bows.

#### Layout

You will need an area that is at least 48"/112cm square. The whole area represents a vast underground chamber with four entrances, one per side.

Balin's Tomb occupies the centre of the chamber and is placed on a raised platform approximately 10"/24cm by 6"/14cm and about 1"/2cm high. The floor of the chamber is littered with fallen masonry, rubble, and piles of old bones, producing a maze of low obstacles and occasional impassable barriers. These are set up to make pathways and provide cover – see the map for an example of how you might do this.

#### Starting positions

The Good player deploys his force anywhere on the board, but no closer than 12"/28cm to the board edge.

The Evil player deploys 2 Goblins with bows, 2 Goblins with spears, and 2 Goblins with shields at each of the entrances (which should be around 6"/14cm wide) and up to 3"/7cm into the board. He may then deploy the Balrog and the Goblin Heroes in any entrance up to 3"/7cm into the board.

#### Objectives

The Good side wins if one or more Dwarves reach Erebor (see below) and the Dwarves save their honour if at least 20 Goblins are killed (including ones accidentally slain by other Goblins).

If the Dwarves achieve one of their two victory conditions and then are all slain before they can achieve the second, the game is a draw.

The Evil side wins if the Dwarves can meet neither of their victory conditions.

The Dwarves also win automatically if the Balrog is slain, as the Goblins will flee in despair.

#### Special Rules

**Escape.** The Good player may elect to have any Dwarf attempt to escape at any time by moving him off the board through one of the entrances. At the end of the game, the Good player rolls a dice for each Dwarf that has escaped in this manner. On a roll of 1-5, the Dwarf has been captured as he flees and dies a horrible torturous death at the hands of the Goblins (he counts as a normal casualty). On the roll of a 6, the Dwarf has successfully evaded pursuit and eventually comes to Erebor with a tale of woe. At least one Dwarf must reach Erebor for the Good side to win the scenario.

**Last Stand.** The Balrog has arrived, and the fate of the Dwarves is no longer in question so they resolve to keep fighting to take as many of their foes with them as they can. The Dwarves do not need to take Courage tests (even for charging the Balrog).

**Relentless Assault.** There is no hope for the Dwarves: For every Goblin slain, another will take its place, and another, and another. When a Goblin is slain, the Evil player may put it aside to be used as reinforcements. At the end of each of the Evil player's Move phases he may roll a dice for each model put aside in this way until that point in the game. On the roll of a 4+, that model may be brought on as a reinforcement, moving in from any of the entrance. Reinforcements may not charge on the turn they enter battle.

