**Design Notes**
Adam Troke gives us a few insights into the design of this new sourcebook.

**New Range**
We take an in-depth look at all the new miniatures heading your way.

**Battle Report**
King Durin confronts a Balrog of Morgoth in this historical re-fight.
Khazad-Dûm was once the greatest of all the Dwarf holds and the seat of their kings. Although the Dwarves prospered for many years, they mined too deeply and unwittingly awoke their doom. Andy Hall talks to sourcebook author Adam Troke to find out more.

In the center of the Misty Mountains, beneath the great peaks of Zirak-zigil, Barazinbar, and Gundabadthûr, the Dwarves of Durin’s line made their home. Created with the renowned craft and skill of the Dwarf-folk, Khazad-Dûm, as the underground realm became known, was the oldest and greatest of the Dwarven holds.

Successive generations increased the size, wealth, and fame of this Dwarf realm. Deep in the mines of Khazad-Dûm, a vast seam of Mithril, or true-silver as it is also known, was found, which greatly contributed to the wealth of Khazad-Dûm, and the Dwarves delved ever deeper to harvest as much of the ore as possible.

Traders came to Khazad-Dûm from as far afield as Lindon and Gondor for the fine crafts that the Dwarves produced. Travelers seeking a safe route through the Misty Mountains passed through Khazad-Dûm’s halls and thereby shortened their journey by days, if not weeks, and the Dwarf kingdom became as heavily trodden and well regarded as any in Middle-earth.

Khazad-Dûm thrived for thousands of years, but it was all to come to an end. Driven by their lust for Mithril, the Dwarves delved ever deeper into the bowels of the mountains. In a dark and dismal place, long forgotten, they awoke their doom – a Balrog. The power of the Balrog was immense, and its awakening shook the Dwarf Kingdom to its foundations. A demon of the ancient world, the Balrog’s very presence attracted thousands of Goblins – jealous and spiteful creatures that coveted the Dwarf realm – like moths to an open flame. The Dwarves could not prevail against such a creature, and soon their great realm was lost, forever cursed to live up to its Elven name of “Moria” – the black pit.

For games developer Adam Troke, the Khazad-Dûm project was a labor of love. “The aim was to create the definitive guide for using Dwarves and Goblins in The Lord of the Rings strategy battle game”, he explains. “The book allows you to play your games in any time period throughout Khazad-Dûm’s long and rich history. There are five scenarios that range in time from when the Dwarf Kingdom was at its zenith, to Balin’s attempted reclamation, and even the events that marked the beginning of the Third Age.”

Like all our sourcebooks, there is far more than scenarios in Khazad-Dûm. The book is jammed with information including five army lists (three Good and two Evil), and a background section detailing how the Dwarves came to live and thrive under the Misty Mountains, right up until the coming of the Goblins. “We’ve listed every noteworthy Dwarf and Goblin Hero and Warrior type we could think of,” says Adam with an infectious enthusiasm. “That’s everyone from Balin and Gimli to Durin, the last King of Khazad-Dûm. You won’t believe how hard he is.” With Dwarf characters that are even tougher than before, it is safe to assume that the Evil forces have also received some interesting reinforcements. “With all the new Dwarf troops, we saved the big release for the bad guys – they get the Dragon!” says Adam.

“The history of Middle-earth is replete with many legends concerning Dragons, from Smaug to Scatha the Worm and many others, so it only seemed fair that you should be able to field these legendary creatures in your games.”

WHAT’S INSIDE...

This 68-page sourcebook contains all you need to know to set your games within the dangerous caverns of Moria. Inside you will find:

- The history of Khazad-Dûm, from the height of the Dwarves’ power to Balin’s ill-fated expedition to reclaim it.
- A bestiary detailing each and every Hero and Warrior.
- Three complete army lists for the Dwarves, two for the Goblins of Moria, and the Dragon – a brand new Monster of Middle-earth.
- A series of unique gaming scenarios to re-create key moments in the history of Moria.
FOR MORIA
DURIN’S FOLK

Like the Elves, the Dwarves are an elder race whose days are on the wane as Men come into prominence. Dwarves are short and stout in appearance and gruff in demeanor. They are a proud and unforgiving people, often accused of selfishness and being more concerned with wealth than the sufferings of the world. Even so, the Dwarves have always been staunch allies to those they consider friends, and the forces of evil are rightly fearful of Dwarven fury.

DURIN

The ruler of Khazad-Dûm at the height of its glory, Durin was a stern and just king, named after the father of the Dwarves. Such was his might and majesty that it took a creature as powerful as the Balrog to lay him low.

BALIN

Balin was one of the Dwarf companions who survived the Battle of Five Armies. Many years later, he led a sizable expedition back to Moria in an attempt to reclaim Khazad-Dûm.

MARDIN

Mardin is King Durin’s life ward. Normally such an honored role goes to a member of the Khazad Guard, but Mardin, a veteran Vault Warden, has proven his level head and strong arm in many a battle, and there is no more dependable companion to be found.

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WARGEAR

Mardin wears Dwarf armor and carries Torozûl (see below).

SPECIAL RULES

Sworn Protector. As long as Durin is within 12”/28 cm, Mardin will automatically pass all Courage Tests he has to take. If Durin is slain or leaves the table, Mardin will revert to the normal rules for Courage.

Torozûl. This spear was gifted to Mardin by his king upon his appointment as life ward. Torozûl was forged to be especially potent against Trolls. When fighting Trolls, Mardin adds +1 to his die roll on the Wound chart.

A king he was on carven throne
In many-pillared halls of stone,
With golden roof and silver floor,
And runes of power upon the door.

— Gíoll, The Lord of The Rings

MORE ONLINE...

Along with the book comes a whole host of new models. The Dwarves get the lion’s share of these new releases—Khazad-Dûm was their kingdom, after all. The biggest, boon for Dwarf players is the release of the new plastic Dwarf Warriors and Rangers. “Both kits are sculpted by Alan and Michael Perry and based on the original Dwarf metals. The plastic models not only convey the character and detail of the established Dwarf range but stand up, in my opinion, as some of the best miniatures we have ever produced,” says Adam. The Dwarf Warriors set contains equal numbers of three different armament types—you get shields, two-handed weapons, and bows. Now that the basic troops are available in plastic boxed sets, it’s never been easier to make an entire army of Dwarf-folk.

While the Warriors have been available in metal for some time, the Dwarf Rangers are an entirely new addition to the range. “We know that Dwarves travel around a lot and don’t do so in full armor,” explains Adam. “Dwarves hold huge swathes of land around their underground domains. These lands will most likely be barren, rocky and dangerous areas that, left unattended, would soon become populated by the servants of Sauron. The Rangers are the Dwarves who patrol these areas, be they the slopes of the Misty Mountains or the bleak mires that surround the Iron Hills. As a result of wearing lighter armor they have a lower Defense value than almost all other Dwarves, but more than make up for this shortcoming with an improved shooting value and special rules that allow them to treat rocky areas classed as difficult terrain as if they were open ground. Rangers are more surefooted than other Dwarves and so can reroll jumping and climbing tests, too.”
DWARF WARRIORS
Armed with hand axes and shields, two-handed axes, or bows, Dwarf Warriors are the sturdy and dependable core of any Dwarven force. They are well trained and disciplined with a fighting spirit as strong as the mail that protects them.

DWARF RANGERS
Dwarf Rangers patrol the lands above ground that are close to Dwarf holds. Years of experience operating in harsh conditions and fighting on screet-strewn slopes have given the Rangers an uncharacteristic agility.

There are a number of metal models too, and players are now able to field Durin himself. As you'd expect from the last Dwarf King of Dwarrowdelf, he has an impressive set of characteristics. He also wears Mithril armor and goes into battle armed with Durin's Axe—a formidable weapon that adds +1 to his rolls to wound and enables the wielder to re-roll one of his dice when determining who wins a fight. He also causes Terror and can ignore wounds on the D6 score of 6 thanks to the Crown of Kings. Alongside Durin is Mardin, the King's Ward. Mardin is a veteran Vault Warden who carries a great spear known as Torozol, which enables him to wound foes more easily. This weapon was based on the one wielded by the Cave Troll in The Fellowship of The Ring, a design element that can also be seen in the new Vault Warden teams.
IRON GUARD
Iron Guard are so called, because they are clad in heavy coats of chain mail and wear intricate metal face masks. The Iron Guard defend the valuable trade routes that lead to and from the Dwarf Holds. Iron Guard are skilled in the use of throwing axes, which they unleash just before they charge.

KHAZĀD GUARD
The veteran soldiers of the Khazād Guard are hand-picked from the strongest and bravest of all the Dwarf Warriors among all the kinbands in a hold. Khazād Guard wear mithril mail and have the finest weapons the Dwarf smiths can create. Khazād Guard are sworn to accompany their lord in battle and defend him with their lives.

VAULT WARDENS
Vault Wardens are seasoned warriors who fight in the cramped passages and perilous walkways of Khazad-Dûm. Vault Wardens fight in pairs, one carrying the heavy tower shield, the other armed with a trident spear. Together, they can defend cramped passageways against a far more numerous foe.

BALLISTA
The Ballista used by the Dwarves is quite unlike the bulky and unwieldy war machines of other races. Dwarven Ballista are small and compact, allowing for ease of movement in the cramped conditions found underground. Dwarves also load Ballistas with stone or metal balls rather than quarrels - a single shot from one of these war machines can crush the skull of a Cave Troll or scythe through ranks of Goblins.

"There are three Dwarven army lists in the book," says Adam, "each of which epitomizes a different era." Khazad-Dûm represents the Dwarves of the Misty Mountains at the height of their powers. Their access to allies is limited, but they are the only army that can use the tunnel-

No Dwarf has dared to pass the doors of Khazad-Dûm for many lives of kings.

—Glin, The Lord of The Rings

fighting Vault Wardens. The design for these models came from Alan and Michael Perry’s personal experience of historical re-creations of fighting with a heavy pavains (siege shield) and a polearm up the spiraling tower steps of Richmond castle in Yorkshire.

The Erebor army list represents the Dwarf holds that are scattered across Middle-earth in the Third Age. Though not as grand as Khazad-Dûm, they have a much larger list of allies as is fitting in such troubled times. The final Dwarf list, entitled Durin’s Folk, represents the isolated communities and scattered settlements of Dwarf kind.

With the exception of the Moria Vault Wardens, all three of the lists can use all of the specialized Dwarf troops that are released with the new sourcebook— notably Rangers, Ballistas, and Iron Guard. "The Ballista gives the Dwarves access to a siege weapon at long last," explains Adam. "It works like a normal Ballista except that it’s crewed by Dwarves, which makes it much harder to take out." The Iron Guard
In the dark places of Middle-earth, spurned even by the Dwarves, vile creatures lurk. Within damp and gloomy caves that lie beneath mountains and in the hearts of twisted forests, Goblins and other evil creatures multiply and grow in strength.

GOBLIN SHAMAN
Goblin Shamans use the dark arts to stir the warriors around them into a frenzy that blinds them to fear and enables them to suffer grievous wounds and continue fighting. They have the magical powers Fury and Transfix.

MONSTERS
Spiders and bats are drawn to bands of Goblins and other evil creatures in the service of Sauron. When the Moria Goblins go to war, swarms of bats gather overhead, and giant spiders are captured and kept in cages before being unleashed on the enemy.

GOBLIN PROWERS
These devious and cruel Goblins stalk the caves and tunnels of the Goblin King's realm, and ensure that tributes are paid and dissenters are disposed of with a knife in the back.

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WARGEAR
A Moria Goblin Prowler wears light armor and carries a rusty blade or dagger (hand weapon) and throwing weapons. Prowlers may be given additional items at the following costs.

- Orc Bow ........................................ 1 point
- Two-handed weapon ......................... 1 point
- Shield ........................................... 1 point

SPECIAL RULES
- Cave Dweller. See the main rules manual for details.

Backstabbers. When striking trapped models, Moria Goblin Prowlers receive +1 on their rolls to wound – this bonus is cumulative with the +1 bonus for using a two-handed weapon.

are veteran warriors. “They have 2 Attacks and employ throwing weapons, making them great shock troops.”

Despite all these Dwarven reinforcements, the forces of Evil are, of course, ever-present. While the Dwarves endured thousands of years of prosperity, the Goblins and other such creatures of darkness looked on with envious eyes. When it became clear that the Dwarves had awakened a terrible creature, the Goblins struck, and Khazad-Dûm, now Moria, has been theirs ever since.

“The two Evil lists have had more of a refresh than any drastic changes. The Moria list deals almost exclusively with Goblins and Trolls, although you can have some Bat Swarms. It also introduces the new Moria Goblin Prowlers.” These Goblins are charged by their king to stalk the caves and tunnels, and ensure that tributes are paid and that the king’s treacherous subjects remain ostensibly loyal. Any dissenters are dealt with via a swift knife in the back. “In game terms, the Prowlers are useful for trapping particularly tough opponents. Once trapped, the Prowlers can use their Backstabbers special rule, which gives them a bonus when rolling to wound. Coupled with a two-handed weapon, this bonus is increased to a healthy +2, giving you an effective wound roll even against Dwarves. Not bad for 6 points each.”

The second Evil army list—The Dwellers Below—is a combined force of many vile creatures such as Wargs, Giant Spiders, Goblins, and Trolls. This army can ally with 12 other Evil forces, giving it access to any number of foul creatures and monsters, one of which is included for the first time in the Khazad-Dûm book.

Hated by the Dwarves, Durin's rules over Moria with an iron fist. His subjects fear him more than any foe, for disloyalty is rewarded by a visit from the Prowlers!
HERE BE DRAGONS

Created long ago, Dragons were a terrifying yet thankfully rare presence in Middle-earth. By the time of the Third Age, the Free Peoples even began to doubt the existence of these mighty beasts. But they were more than just legends – the evil creatures known as Satha the Worm, Smaug the Golden, and Ancalagon the Black all existed and caused terror wherever they roamed.

The Dragons of Middle-earth are monstrous servants of evil, and only the boldest or most foolhardy warriors have ever confronted one. There are a few exceptions – for instance, the name Baggins seems inextricably linked with the downfall of the Dragon known as Smaug the Golden.

There is not now any Dragon left on earth in which the old fire is hot enough...

— Eldred, The Lord of The Rings

Trish Morrison was tasked with designing and then sculpting the beast. “It was a great opportunity to do something completely different,” says Trish.

“We deliberately stayed away from the design conventions of our other Citadel Dragons. For instance, it has a much thicker body, stands on all four legs, and has a much shorter snout.”

While Trish had an open brief for the design of the Dragon, it was important that the creature looked to be part of Middle-earth. For inspiration, Trish used wildlife and natural history books. “The skin texture and scales were all taken from nature. I looked at monitor lizards, the way they move and skulk about. The pose of the Dragon was important. I wanted it to look like it was guarding its treasure hoard or looking out for prey.”

“They are extremely tough,” says Adam, who wrote the rules. “It was one of those things we had to think long and hard about. Without extensive playtesting, Dragons could quite easily have
During the Second Age, when Khazad-Dûm was at the height of its power, the Dragon known as Sauron tried to gain access to the Dwarf kingdom to plunder its treasures and find up there within. It was fought off by brave Dwarf Rangers and hardy Yavolt Wardens who defended the Endless Stair.

Though comparatively rare in the Second and Third Ages, Dragons are still remarkably diverse creatures in both appearance and ability. To represent this fact, a Dragon may have up to two of the following abilities at an additional cost of 50 points each.

**Breathe Fire.** Some Dragons exhale great gouts of flame that can easily consume any who fight them. Each time a Dragon breathes fire, it expends a point of Will. The Dragon’s fiery breath is as a bow with a range of 12”/28 cm. If the shot hits, the target and any model (Good or Evil) within 2”/4 cm suffer a Strength 10 hit (Fate rolls may be taken as normal). Any model that suffers a wound caused by Dragon breath is automatically slain.

**Fly.** This Dragon has expansive and powerful wings. It can fly 12”/28 cm as described in the main rules manual.

**Wyrmtongue.** The greatest and most powerful Dragons of old were devious and cunning individuals, able to deceive and bewitch their foes. A Dragon with this ability can cast a spell with one die, without reducing his Will score. The controlling player can choose to increase the number of dice rolled by reducing the Dragon’s Will score in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details).

- **Transfix**
  - Range: 12”/28 cm
  - Die score to use: 3+”

- **Compel**
  - Range: 12”/28 cm
  - Die score to use: 4+”

- **Sap Will**
  - Range: 12”/28 cm
  - Die score to use: 4+”

**Tough Hide.** The skin of this Dragon is almost impenetrably dense, or otherwise protected from harm. Its Wounds and Defense are 9, rather than 7.

unbalanced the game. However, even these mighty Wyrms would be no match for their ancestors. In the book, Eorl the Young tells us that the last of the great Dragons has gone. However, the few that do exist in the Second and Third Ages of Middle-earth are more than a match for even the greatest Heroes. What we do in the book is present you with a basic Dragon, which you can buy for 250 points. We then give you a list of options (Right) that allows you to tailor the Dragon to a desired power level.

Along with 4 Attacks, and Strength and Defense values of 7, the creature can make a Draconic charge that knocks enemy models to the ground, causes Terror, is resistant to magic, and reduces the Courage of all Good models within 12”/28 cm. Even an unmodified Dragon is a daunting prospect for the forces of Good and restores the balance of power in Middle-earth!
THE ROYAL ARMY OF KHAZAD-DÛM

ARMY LIST

1. Durin 160 points
2. Mardin 75 points
3. Dwarf Captain with throwing axes 65 points
4. 3 Khazâd Guard 33 points
5. 8 Iron Guard 120 points
6. Dwarf Ballista with Superior Construction 80 points
7. Dwarf Banner Bearer 38 points
8. 8 Dwarf Warriors with shields 72 points
9. 8 Warriors with two-handed weapons 64 points
10. 8 Warriors with bows 72 points
11. 8 Dwarf Rangers with throwing axes 80 points
12. 8 Rangers with Dwarf longbow 80 points
13. 8 Rangers with two-handed weapons 56 points

TOTAL..................995 points

Adam: Generally, if you want to start a new army for The Lord of The Rings, then the Battle Force boxed sets offer a good way to get your new force off the ground. They contain a good range of models, and you normally save a few bucks too. This is especially true of the Dwarf Battlehost, the Wardens of the Westgate, which contains a staggering 700 points worth of models. By simply adding a blister or two of extra models, you can field a full-fledged 1,000-point army.

The sample army list that I've put together here shows just one of the ways that you can go about creating a deadly army of Dwarves – and there are lots more, including a very nasty one that involves taking out the Iron Guard and Dwarf Rangers, and adding Vault Wardens and Ballistas instead. This force, however, uses the Wardens of the Westgate as the core of the force, with Durin, Mardin, and some Khazâd Guard added in to lead the army and increase its overall effectiveness.

This force works well if you divide it into a few rough elements. The first element contains all the Dwarf Warriors with shields and two-handed weapons, along with the Iron Guard, Khazâd Guard, Durin, Mardin, and the banner bearer. This group forms a block around Durin and advances slowly toward the enemy. With 23 warriors, led by one of the mightiest Heroes in the game, it's a fearsome prospect for any foe. The entire group is compact enough to benefit from the Banner if it's used carefully. I've found that the Iron Guard are especially good at keeping the sides of the formation secure, thanks to their 2 Attacks, while Durin and his Khazâd Guard prove almost indestructible at the center.

BATTLEHOSTS

This army is based on the new Dwarf Battlehost boxed set. For more great army sets, not to mention the entire range of boxes, blister, and components for The Lord of The Rings strategy battle game, visit the online store: www.gamesworkshop.com
In the days of its glory, the realm of Khazad-Dûm boasted a powerful and disciplined army. Here, Adam Troke selects a Royal Army of Khazad-Dûm led by King Durin and talks us through his tactical choices.

The Dwarf Rangers, 12 of which guard each edge of the main army, form the flanking force. They are best off lurking in rocky terrain and keeping up a withering hail of arrows on the enemy. The Rangers with throwing weapons or two-handed weapons can deal with any troops that come to hunt them down. This force can rush to support the main body if it is threatened or seize objectives should the opportunity arise.

The third and final element is the Dwarf Ballista, the Dwarf Warriors with bows and the Captain, all of whom can stand back and use their long-range weapons to great effect. Depending on the amount of terrain, it's well worth moving forward for a turn or 2 to get a better vantage point. Once this force is in position, simply target lightly armed warriors with the bows and use the Ballista to knock out Trolls and other dangerous targets. The Captain serves as a serious deterrent to any Evil Heroes or cavalry that want to pick on the missile troops. There's not much that can take on a Dwarf Captain and win without a serious fight.

Of course, as I've mentioned, there are other ways to expand the Wardens of the Westgate box. The Vault Warden teams look awesome and are incredibly effective on the battlefield, especially if you guard their flanks with the terrain. The Khazad Guard have been a firm favorite of Dwarf players for many years now. Then there's always the opportunity to add more Dwarf Warriors and Dwarf Rangers. The army I am currently painting has several kinbands within it, each led by a Captain and painted in a different color scheme – all under the command of Durin and his retinue of Khazâd Guard.

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**ALL PILE ON**

Lord of Evil Mat Ward offers sage advice on how to counter the threat of the new Dwarves.

**Mat:** If you want to beat Dwarves, you've got to get close and get there in large numbers. There's not much to be gained from attacking from range, as arrows bounce straight off Dwarven armor. Pounce on isolated Dwarves with as many models as possible and trap them – the more chances you get to roll that magic 6, the better.