

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

KHAZAD-DÛM



THE LORD OF THE RINGS
STRATEGY BATTLE GAME
SOURCEBOOK



GAMES WORKSHOP

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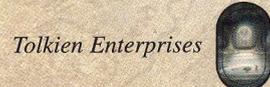
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INTRODUCTION

Once the grandest of all the Dwarf holds, Khazad-dûm is now a realm torn by warfare and destruction. This sourcebook is the definitive guide to fighting battles in the kingdom of Khazad-dûm and playing games with armies of stubborn Dwarves and devious Moria Goblins.

The Lord of The Rings Strategy Battle Game rules manual contains all the rules you will need to fight battles with your Citadel miniatures. Each sourcebook contains one or more army lists that work with these rules and allow you to turn your collection of miniatures into an organised force, ready for battle. This particular sourcebook covers three army lists for the Free Peoples: the regal army of Khazad-dûm, the stoic Dwarves of Erebor and the scattered remnants of Durin's Folk. For the forces of Evil, it introduces the vile Goblin hordes of Moria and the malicious Dwellers Below.

HOW THIS BOOK WORKS

Each sourcebook is split into four main sections that deal with different aspects of the region it covers. Khazad-dûm contains:

◆ THE HISTORY OF DURIN'S FOLK

The first section introduces the realm of Khazad-dûm and its history, from the glorious days of Durin and the kingdom of Dwarrowdelf, to the coming of the Balrog and the Goblin-infested ruins of today.

* DENIZENS OF THE DARK

Each and every Hero and Warrior to be found in Khazad-dûm is examined in this section. Here you will find a full description, complete rules and details of any unique abilities they possess.

☒ ARMIES OF THE UNDERWORLD

The army lists take the warriors presented in the previous section and arrange them so you can choose an army for your games.

Each model has a points value to help ensure you can pit your army against an opponent's in a fair match. This section also includes guidance on how to collect, paint and theme your army.

☀ SCENARIOS

A series of unique gaming scenarios allow you to recreate key moments in Khazad-dûm's history and other significant events in the annals of the Dwarves and Goblins, from the Balrog's awakening and the terrible battle that followed to Balin's ill-fated expedition to Moria. Each scenario gives you a total points value for each side, a set of army lists to choose from and a list of recommended participants, allowing you to customise the scenario to your miniatures collection as much or as little as you wish.

Though there are no comparable events within the tale of The Lord of The Rings, the passage of events described is fully in keeping with what could have happened in the story – they effectively present a series of 'What If?' scenarios based alongside actual historical events.

FIND OUT MORE

While Khazad-dûm contains everything you need to play a game with Dwarves and Goblins, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine White Dwarf contains articles about all aspects of The Lord of The Rings game and hobby, and you can find articles specific to Khazad-dûm on our web site:

www.games-workshop.com



King Durin and his royal household.





THE HISTORY OF DURIN'S FOLK

Far below the snow-capped peaks of the Misty Mountains, deep in the roots of Middle-earth, is a place of darkness and shattered glory, a realm long since driven to ruin and left defiled. This place is called Moria, the Black Pit, a realm of terror and gloom. Once it was the Dwarf kingdom of Khazad-dûm, wonder of the northern world, but its history is tarnished by failure and defeat.

When the world was young and the kingdoms of Men were still finding their place, Durin, father of the Dwarves, made his home at the centre of the Misty Mountains. Beneath the peaks of Zirak-zigil, Barazinbar and Bundushathûr, Durin's folk carved out a vast kingdom forged from Dwarven skill and the wealth of the mountains.

THE MANSION OF THE DWARVES

In scale and majesty, Khazad-dûm was unlike anything to be found now in Middle-earth – indeed it required a journey of many days through vast halls and deep delvings to cross from east gate to west gate. From its highest point, where Durin's Tower sat atop the pinnacle of Zirak-zigil, down to the lowermost treasure troves and secret mines deep in the bowels of the earth, Khazad-dûm was a labyrinth of masterfully hewn tunnels and passageways that bore testament to the skill of the Dwarven stonemasons. Forests of pillars, tall enough to tower over even the greatest trees supported the weight of the mountains, while windows, cut through the living rock, banished the darkness from the grand halls. Khazad-dûm was a place of light and mirth, and the entire world knew of its glories.

Khazad-dûm prospered, for Dwarves are not only peerless stonemasons but also the finest of smiths, matched only by Elves in their skill. From gemstones and precious metals the Dwarf craftsmen of Khazad-dûm forged magnificent treasures and the greatest of all such items were wrought from Mithril, or true-silver. Of all the things that Dwarves crave they long for Mithril most of all, for it is the rarest and most prized of metals. Armour fashioned from Mithril can cheat the strongest blow and a Mithril blade will never lose its edge, nor tarnish with age. In Khazad-dûm Durin's folk found Mithril in larger quantities than they had ever known, and the Dwarves delved eagerly and deeply for it.

Traders came to Khazad-dûm from as far abroad as Lindon and Gondor for the fine crafts that the Dwarves produced. The splendours of Khazad-dûm and its reputation reached further still. Travellers seeking a safe route through the Misty Mountains passed through Khazad-dûm's halls saving days, if not weeks, from their journey and the Dwarf kingdom became as heavily trodden and well regarded as any realm in Middle-earth.

SHADOW AND FLAME

Driven by their lust for Mithril, successive generations of Dwarves delved ever deeper into the roots of the mountains, until their industry proved their undoing. In a dark and dismal place, where the only sound was the fall of hammers and picks and the only light came from torches and candles, the Dwarves awoke their doom; a Balrog of Morgoth, a deadly creature of shadow and flame, which rose from the depths and unleashed its fury.

The power of the Balrog was immense and its awakening shook Khazad-dûm to its foundations. A demon of the ancient world, the Balrog's very presence drew thousands of Goblins to it, like moths to the most terrible of flames. A lesser breed of Orc, the Moria Goblins were already cave-dwellers of a kind. Eager to steal what they could not make for themselves, the Moria Goblins plundered the Dwarf Kingdom in the Balrog's wake.

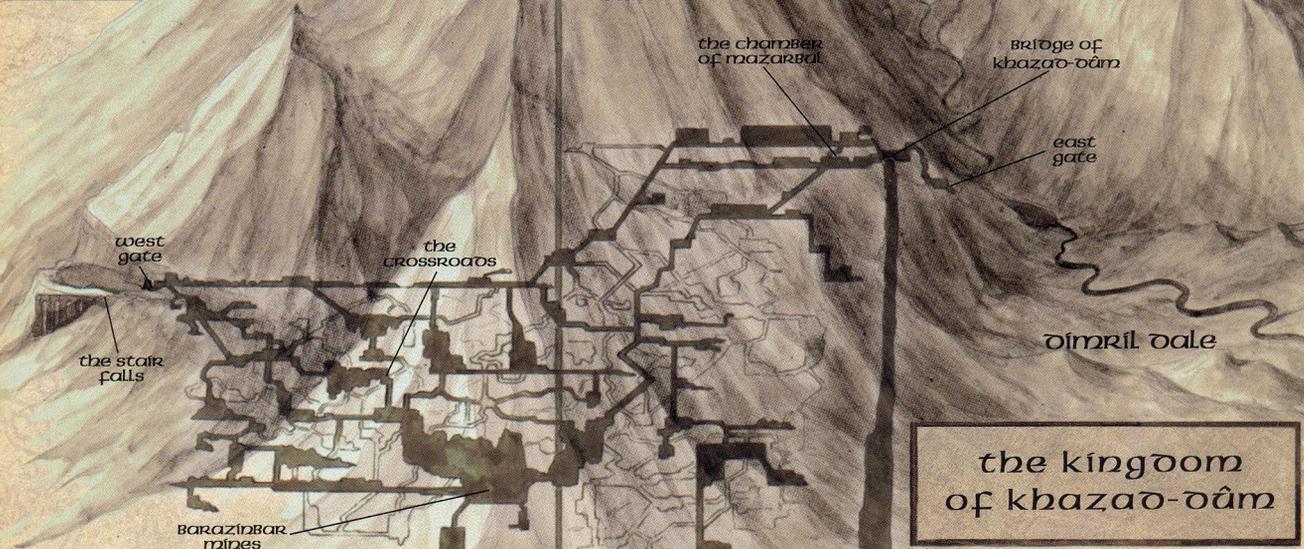
The Dwarves must have known that they could not prevail against the Balrog, but still they fought with all the stubbornness and resolve of their race. In a series of devastating battles that consumed the lower levels in fire, the Balrog slew Durin, the King of Khazad-dûm, and brought ruin to his armies. That which the demon did not destroy was defiled by the Goblins. Eventually, with all hope lost to them and the pride of their nation shattered, the surviving Dwarves fled. The gates of Khazad-dûm were sealed behind them, and the grandest home of the Dwarves was left to ruin and darkness.

A LIGHT IN THE DARK

In the years since the fall of Khazad-dûm, the survivors of Durin's line have become scattered across Middle-earth. Many have taken up lives as traders, peddlers or wandering smiths, forced to offer their services to those that can pay. Some few of the Dwarf holds remain from the ancient days, and new ones have been founded. Of these, Erebor is the most worthy successor to Khazad-dûm. The Lonely Mountain, as Erebor is often known, is ruled by the wise king Dáin, a fierce and noble leader who embodies the might of the kings of Khazad-dûm that was. Under Dáin's leadership, Erebor continues to rise in power, and those nearby look to it as a place of strength – an ally against the rising power of the Dark Lord.

Now Durin's folk long for the time when they have gathered sufficient strength to storm Khazad-dûm, slay the evil that lurks there, and wrest their ancestral home from the clutches of the Goblins that pollute it. Until now, any attempt to do so has failed at terrible cost, for even Dwarvish courage is no match for that ancient menace. Balin, and the great company that travelled with him from Erebor, had more success than any before them. For a while they drove the Moria Goblins to flight, recapturing scores of halls and chambers, even securing portions of the mines. The news that came from Khazad-dûm was heartening and Durin's folk allowed themselves to dream that Khazad-dûm was theirs again. Sadly, though, even this noble endeavour was doomed to failure. The Moria Goblins jealously guarded their stolen home, killed Balin and slaughtered what remained of his company. Yet the Dwarves do not lose hope. They wait with grim determination for a time when the Balrog might be vanquished and the axes of the Dwarves might taste vengeance.





khazad-dûm. asphel-methyrdûm. asphel-methyrdûm. asphel-methyrdûm. asphel-methyrdûm. asphel-methyrdûm.

DENIZENS OF THE DARK

GOOD HEROES

Durin, King of Khazad-dûm (Dwarf)

Points value: 160



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. Amongst the warriors of the Dwarves, Durin was peerless, armed with a legendary axe and armour of the very finest quality. Such was his might, and the glory of his kingdom, that it took a creature as powerful as the Balrog to lay him low.

“Buckler and corslet, axe and sword,
And shining spears were laid in hoard.”

– Gimli, The Fellowship of The Ring

F	S	D	A	W	C	M / W / F
6/4+	4	9	3	3	6	3 / 3 / 1

Wargear

Durin wears Mithril armour and The Crown of Kings. He carries Durin's Axe (see below).

Durin's Axe. This ancient heirloom is a deadly Dwarven axe, but is so light that it can be swung around in deadly arcs with blurring speed. Any Dwarf hero fighting with this mighty axe adds +1 to his dice rolls on the Wound chart. In addition, the wielder of Durin's axe may re-roll one of his dice when determining who wins a fight.

The Crown of Kings. An ancient heirloom, the Crown of Kings is both a symbol of authority and a protection against the enemy. Each time the wearer suffers a wound, roll a D6 – on the roll of a 6, the wound is discounted, exactly as if a point of Fate had been used. If this test is failed, Durin can still make use of his Fate point as normal.

The Horn of Zirak-zigil. The Horn of Zirak-zigil is another prized Dwarven treasure and was crafted in the earliest days of Khazad-dûm's settlement. The bearer causes terror.

Mardin (Dwarf)

Points value: 75



Mardin is King Durin's life ward. Normally the role of the king's personal protector is offered to a member of the Khazâd 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. Proud and grim, Mardin will do whatever is required to protect his liege from danger.

F	S	D	A	W	C	M / W / F
5/4+	4	7	2	2	5	3 / 1 / 1

Wargear

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

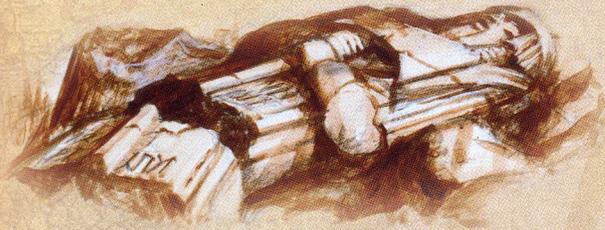
Sworn Protector. As long as Durin is within 12"/28cm, Mardin will automatically pass all Courage tests he has to take. If Durin is slain or leaves the table, Mardin will revert to the normal rules for Courage.

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 rolling to wound Trolls, the Bearer of this weapon adds +1 to his dice roll on the Wound chart.

Dáin Ironfoot, King of Erebor (Dwarf)



Dáin Ironfoot is the King of Erebor at the time of the War of The Ring, and holds court beneath the Lonely Mountain. Though burdened by many years, Dáin is a mighty king descended in direct line from Durin, the sire of his race. He has fought many battles across the face of Middle-earth, and grown wise in the arts of leadership and battle. As a result, Dáin commands incredible loyalty from his followers, so much so that they will never surrender while he lives.



Points value: 125

F	S	D	A	W	C	M / W / F
5/4+	4	9	3	3	7	3 / 3 / 2

Wargear

Dáin wears Mithril armour and carries the great axe Barazantathûl, both heirlooms of his family.

Special Rules

The King under the Mountain. Such is Dáin's awesome presence on the battlefield that the range of his 'Stand Fast!' rolls is 12"/28cm rather than 6"/14cm.

Venerable. At the time of the War of The Ring, Dáin is more than 250 years old, and is not as agile as he once was. To represent this, whenever Dáin has to make a Jump or Climb test, the Good player rolls two dice and must choose the lowest. This roll can be influenced by Might in the usual way.

Barazantathûl. Although not innately magical, this two-handed axe is of great craftsmanship and possessed of exceptional balance. When Dáin fights with this axe, he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.

Múrin & Drár (Dwarves)



Múrin



Drár

In the Third Age, few Dwarves are prone to wanderlust, preferring the sanctuary and familiarity of their holds to the dubious pursuit of life in the wider world. Múrin and Drár are two exceptions to this rule, having travelled far and wide beyond their home. Though not blood relatives, the two are inseparable friends – though they still quarrel frequently, as one should expect of Dwarves. Both are more than willing to take their blades to Orc-flesh on behalf of those in need.

Points value: 150

	F	S	D	A	W	C	M/W/F
Múrin	5/4+	4	8	2	2	5	3 / 1 / 1

	F	S	D	A	W	C	M/W/F
Drár	5/4+	4	7	2	2	5	3 / 1 / 1

Wargear

Múrin wears Dwarf armour and carries a shield. He also carries the sword Kalazâl. Drár wears Dwarf armour. He also carries an axe (hand weapon) and a Dwarf bow.

Special Rules

Kalazâl. This blade was forged in the wondrous catacombs of Dwarrowdelf in the days of its glory. Like many Dwarven weapons, it was crafted with Orcs in mind and almost seems eager to taste the blood of the ancestral enemies of the Dwarves. Kalazâl is a hand weapon and allows Múrin to re-roll any wound rolls made against Orcs, Goblins and Uruk-hai.

Expert Shot. Drár has exceptional skill with a bow, far surpassing the abilities of other Dwarves. He may shoot twice in the Shoot phase.



Gimli, son of Glóin (Dwarf)



Like all Dwarf-kind Gimli, son of Glóin, is grim and plain-speaking but also a doughty warrior. He is a strong arm in a fight, able to wield his deadly axes with a skill that surpasses all but the greatest Dwarf warriors. Many are the Orcs who have fallen beneath his blade. When King Dáin is troubled by the emissaries of Sauron, Gimli is chosen to accompany his aged father Glóin to the Council of Elrond. There they warn the council of Sauron's designs, and his hunt for Bilbo Baggins.

Points value: 90

F	S	D	A	W	C	M / W / F
6/4+	4	8	2	2	6	3 / 2 / 2

Wargear

Gimli wears heavy Dwarf armour and carries a vast assortment of deadly Dwarf axes (hand weapons, throwing axes and a two-handed axe). At an additional points cost, Gimli can be given the following equipment:

Elven Cloak10 points

Special Rules

Axes of the Dwarves! At the beginning of each fight, Gimli can choose to use either an axe in each hand, in which case he fights with 3 Attacks, or use his unique two-handed axe, in which case he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.

Balin, son of Fundin (Dwarf)



Balin is one of the most famous Dwarves to hail from Erebor. A firm friend of Bilbo Baggins and Gandalf, Balin was one of the companions who survived the Battle of Five Armies and went on to help establish the Kingdom under the Mountain with King Dáin. Kindly, and well thought of by all, Balin was nonetheless a fierce warrior with an iron-hard will.

Points value: 75

F	S	D	A	W	C	M / W / F
6/4+	4	8	2	2	6	3 / 3 / 1

Wargear

Balin wears heavy Dwarf armour and carries several axes (hand weapon, throwing axe and a two-handed axe). At an additional points cost he can replace his two-handed axe with Durin's Axe.

Durins axe20 points

Durin's Axe. See Durin's entry (page 8)

THE RECLAMATION OF MORIA

Thirty years before *The Fellowship of The Ring* set off on their quest, Balin led a grand expedition to reclaim Moria. Balin was joined by a great throng of Dwarves from Erebor who were eager to recapture the glorious home of their ancestors. Though King Dáin did not give his leave willingly, they would not be dissuaded.

For a short period it seemed that Balin's great undertaking was successful, and the news that returned to Erebor told how Balin and his company had recaptured the great gate, their victories taking them at least as far as the twenty-first hall of North end. Having driven the Goblins of Moria back, for a time at least, the Dwarves set to reopening the mines once more, and a period of industry began. The ancient Axe of Durin was recovered and Óin was despatched to seek out the upper armouries of the Third Deep.

Like their ancestors generations before though, Balin and his followers fell foul of Goblins and the Balrog that had made

Moria their home. In an act of villainy, Balin was slain – shot from behind a rock by a Goblin arrow as he wandered the Dimrill Dale. Though the Orc assassin was slain, the expedition was assailed by the full fury of the Goblin hordes. Swarming up the Silverlode with reinforcements from other Goblin holds in the Misty Mountains, the Goblins overwhelmed the Dwarves and forced them into full retreat, the sound of drums booming in their ears. Trapped within their subterranean home, the Dwarves were completely destroyed and only the tattered remains of a book, penned by Ori, bore witness to their final fate.

When, three decades later, *The Fellowship* passed through Moria, they happened on the Chamber of Mazarbul. Stood among shattered axe blades and corpses long-since coated in dust, Gandalf learned from a battered and worn tome the final fate of Balin's expedition. It fell to Balin's cousin, Gimli, to bear the news of the defiant last stand around Balin's tomb and the fate of his kinsman back to the king in Erebor.



Dwarf King

Points value: 75



Dwarf Kings rule the realms of the Dwarves across Middle-earth, from Ered Luin to beyond the Iron Hills. Gruff and uncompromising, they are firm allies to their friends and grim death to their foes.

F	S	D	A	W	C	M / W / F
6/4+	4	8	2	2	6	2 / 2 / 1

Wargear

A Dwarf King carries a hand axe (hand weapon) and wears heavy Dwarf armour. At an additional points cost, he may be equipped with the following:

Two-handed axe5 points
Throwing axes5 points

Dwarf Captain

Points value: 60



Dwarf Captains lead the armies of Durin's Folk across Middle-earth. Each is the veteran of scores of battles who has proven himself time and again against the foe. Dwarf Captains typically take command of a portion of a force, although such is their ability that they can lead entire armies if the need arises.

F	S	D	A	W	C	M / W / F
5/4+	4	7	2	2	5	2 / 1 / 1

Wargear

A Dwarf Captain wears Dwarf armour and carries an axe (hand weapon). At an additional points cost, he may be equipped with the following:

Two-handed axe5 points
Throwing axes5 points
Shield5 points



Balin's expedition journeys to Moria.



GOOD WARRIORS

Dwarf Warrior

Points value: 8



Dwarf Warriors are trained to fight in their youth, learning warfare under the watchful eyes of their kinsmen. In compact fighting units called kinbands, wise veterans impart expertise gained through gruelling hardship and constant combat to the fledgling warriors. This training creates skilful soldiers and a fighting spirit as strong as the mail that protects them.

F	S	D	A	W	C
4/4+	3	6	1	1	4

Wargear

A Dwarf warrior wears Dwarf armour and carries an axe (hand weapon). He can be given the following items at additional cost:

Dwarf bow1 point
Two-handed axe	free
Shield1 point
Banner30 points

Dwarf Ranger

Points value: 7



Dwarf Rangers patrol the lands around every Dwarf Hold, ensuring the safety of their homes from the Dark Lord's servants and wandering monsters. Years of experience operating in the harshest conditions and fighting on the scree strewn slopes of mountains has hardened the Dwarf Rangers into skilled and implacable foes. Trespassers are hunted down and swiftly slain with bows and axes. If the peril is great enough, the Rangers send back to their kin for reinforcements, tracking their quarry until they can strike in force.

F	S	D	A	W	C
4/3+	3	5	1	1	4

Wargear

A Dwarf Ranger wears sturdy leather armour and carries an axe (hand weapon). He may be given the following items at additional cost:

Dwarf longbow (counts as a bow)3 points
Throwing axes3 points
Two-handed weapon	free

Special Rules

Mountain Dwellers. Dwarf Rangers may re-roll any jumping and climbing tests. In addition, they may move through rocky areas that are classed as difficult terrain as if it was open ground.

Iron Guard (Dwarf)

Points value: 15



The Iron Guard are grim and hardy Dwarf veterans, clad in heavy coats of chain mail. The Iron Guard's role is to defend the trade routes around the Dwarf holds and this function has moulded them into hardened warriors. By necessity, the Iron Guard are dour and aggressive, famed for devastating charges against enemies that grievously outnumber them and slaughtering their foe with thrown axes and deadly sword-thrusts.

F	S	D	A	W	C
4/4+	4	6	2	1	4

Wargear

The Iron Guard wear Dwarf armour. They are armed with hand axes, broad swords (hand weapons) and throwing axes.



Khazâd Guard (Dwarf)

Points value: 11



The veteran soldiers that form the Khazâd Guard are hand-picked from the strongest and bravest Dwarf warriors among all the kinbands in a hold. They wear terrifying war-masks and are equipped with coats of Mithril mail, and the finest weapons available. They are sworn to defend their Lord with their lives.

F	S	D	A	W	C
4/4+	4	7	1	1	4

Wargear

Each Khazâd Guard wears Dwarf heavy armour and carries an axe (hand weapon) and a two-handed axe.

Special Rules

Bodyguard. See main rules manual for details.

Vault Warden Team (Dwarves)

Points value: 25



While many of the finest Dwarf warriors are picked to serve in the Khazâd Guard, others are selected for a different duty, no less fraught with peril. These are the Vault Wardens, seasoned warriors who excel in warfare in cramped passageways and upon perilous walkways. Always fighting in pairs, these expert tunnel fighters make use of spears and great tower shields to push back their foes, guarding the tunnels and portals of Khazad-dûm.

	F	S	D	A	W	C
Iron Shield	4	4	9	1	1	4

	F	S	D	A	W	C
Foe Spear	4	4	5	1	1	4

Team

A Vault Warden Team consists of two Vault Wardens: one Iron Shield and one Foe Spear. The Iron Shield wears Dwarf heavy armour. He carries an axe (hand weapon) and a tower shield (shield). The Foe Spear wears light armour and carries a spear.

Special Rules

Spear and Shield. Such is the weight of the Iron Shield, that the bearer relies on the presence of his companion to fight effectively. Unless supported by a model with a spear, the Iron Shield applies -1 to his roll to win the fight, even when shielding.



Stalwart Vault Wardens guard the passages of Khazad-dûm.



Dwarf Ballista

Points value: 60



The Ballista used by the Dwarves is quite unlike the bulky and unwieldy war machines of other races. Built small and compact, allowing for ease of movement, the Dwarf Ballista gives powerful support wherever the Dwarves need it most, either on the field of battle, or laying siege to an enemy fortress. A single shot from one of these war machines is deadly enough to crush the skull of a Cave Troll or scythe through ranks of Orc warriors.

	F	S	D	A	W	C
Dwarf Crew	4/4+	3	6	1	1	4

	Strength	Defence	Batter	Points
Dwarf Ballista	(9)	10	3	

Crew

A Dwarf Ballista consists of a Ballista and two Dwarf crew armed with hand axes (hand weapons) and wearing armour. Extra crew can be added at additional cost:

Dwarf Crew 8 points each

Special Rules

Piercing shot (short). Although a stone fired from a Dwarf Ballista is unlikely to pass ‘through’ multiple targets, any models behind the initial victim are invariably showered in stone shards, armour shrapnel and body parts. Such razor sharp fragments are more than capable of killing or seriously injuring nearby warriors. If shooting at a battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the strength of the siege engine, is knocked to the ground, and is flung 1D6"/2D6cm directly away from the Dwarf Ballista. Any other models that lie within the path of the victim suffer a single Strength 6 hit, and are knocked to the ground if they have a Strength of 5 or less. Models that are wounded in this way suffer only a single wound. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Dwarf Ballistas are easier to aim than Catapults and other heavy Siege Engines. When firing a Dwarf Ballista at a Battlefield target, the shot will scatter only 3"/8cm rather than 6"/14cm.

Upgrades

A Dwarf Ballista may be given the following upgrades at additional cost (see the main rules manual for details).

- Flaming Ammunition 15 points
- Siege Veterans 15 points
- Superior Construction 20 points
- Dwarf Engineer Captain 75 points



Dwarf Ballista crew keep watch over the twenty-first hall.



EVIL HEROES

Durbûrz, The Goblin King of Moria

Points Value: 60



Durbûrz has ruled over Moria for many years. Though not necessarily the cleverest of Goblins, Durbûrz is large and brutal enough to be a successful leader among them. He rules with an iron fist and, as a result, his subjects probably fear him more than any foe.

F	S	D	A	W	C	M / W / F
4/-	4	6	2	2	4	3 / 2 / 2

Wargear

The Goblin King of Moria wears segmented heavy armour and has a sword (hand weapon).

Special Rules

Cave Dweller. See the main rules manual for details.

Iron Fist. Such is the fear inspired by Durbûrz in his followers that the range of his 'Stand Fast!' rule is 12"/28cm rather than the normal 6"/14cm.

Moria Goblin Captain

Points Value: 35



Moria Goblin Captains are those Goblins who have risen through the ranks, showing enough natural cunning or brutality to distinguish them from the throng. Dangerous enough to give even seasoned fighters pause, it is these savage and cruel individuals that direct the Moria Goblin warriors in battle. Each can be expected to lead a sizable force of Goblins, often combining their strength beneath a stronger or more resourceful leader.

F	S	D	A	W	C	M / W / F
3/5+	4	5	2	2	3	2 / 1 / 1

Wargear

A Moria Goblin Captain wears spiny segmented armour and carries a sword (hand weapon). At an additional cost he may have the following items:

- Shield5 points
- Orc bow5 points

Special Rule

Cave Dweller. See the main rules manual for details.

Moria Goblin Shaman

Points Value: 45



For centuries untold, the Moria Goblin Shamans have been the tools by which Sauron has enacted his will upon these, the lowest of his minions. Goblin Shamans are able to stir the warriors around them into a howling frenzy that blinds them to both fear and pain, enabling them to suffer the most grievous wounds and continue fighting. The cruel leadership of a Goblin Shaman is enough to spur a Goblin force on, despite overwhelming casualties.

F	S	D	A	W	C	M / W / F
2/-	3	4	1	2	3	1 / 3 / 1

Wargear

A Goblin Shaman wears armour and carries a spear.

Special Rule

Cave Dweller. See the main rules manual for details.

Magical Powers

Fury. Range 6"/14cm. Dice score to use 3+.

Transfix. Range 12"/28cm. Dice score to use 5+.



The Balrog (Spirit)

Points value: 400

The Balrog is a mighty creature of great age and power – a monster of a rare and horrific kind. Awoken in Moria by eager Dwarven miners, the Balrog eventually wrought the destruction of the kingdom, overwhelming Durin and his doughty warriors in a series of terrible battles. Of all the evil powers in the world, the Balrog is amongst the most potent and formidable.

F	S	D	A	W	C	M / W / F
10/3+	9	9	4	10	7	0 / 10 / 0

Wargear

The Balrog wields a huge flaming blade (hand weapon) and a fiery lash.

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

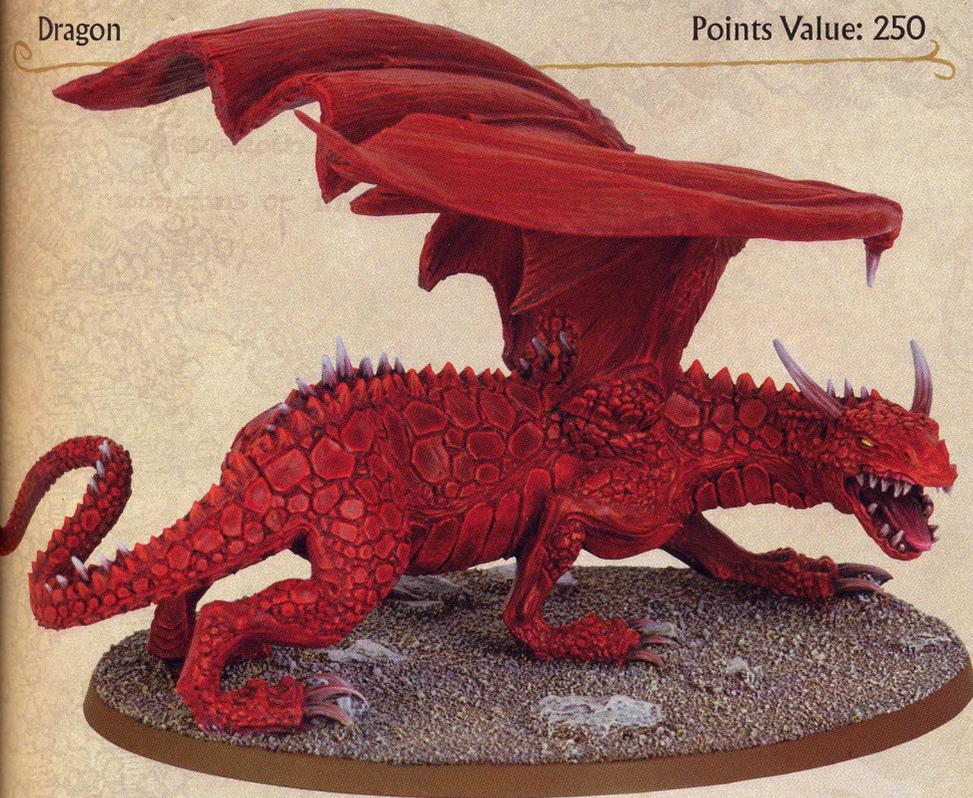
Fiery Lash. The Balrog's flaming whip counts as a throwing weapon with a range of 6"/14cm and a Strength of 7.

Ancient Evil. The Balrog's very presence radiates an aura of primeval fear. All Good models within 18"/42cm of the Balrog suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).



Dragon

Points Value: 250



Middle-earth has many legends concerning Dragons. Frightening tales, told across the land, tell of the treasure hoard of Scatha the Worm, the Fall of Smaug and the destructive fire of Ancalagon the Black. In battle, Dragons fight with a fury that few creatures can match – a slash of their talons can break any shield wall, and a snap of their terrible jaws can bite a man in two. With fiery breath they can burn their foes to death in flaming agony. A Dragon's hide is tough enough to turn aside arrows and blades with ease, and to look into their eyes or listen to their voice is to risk bewitchment. Dragons are monstrous servants of evil and only the boldest, or most foolish, dare stand in their path.

F	S	D	A	W	C	M / W / F
7/2+	7	7	4	7	4	3 / 3 / 3

Breathe Fire50 points
Fly50 points
Wyrmtongue50 points
Tough Hide50 points

Wargear

Dragons do not need wargear; their fangs and claws are more than enough (hand weapon).

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

Harbinger of Evil. A Dragon's very presence radiates an aura of primeval fear. All Good models within 12"/28cm of a Dragon suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).

Draconic Charge. Dragons move 6"/14cm (unless they can fly, see below). If a Dragon charges into combat it will knock enemy models to the ground, in the same way as a Monstrous Creature, if it wins the fight.

Survival Instinct. Dragons are timeless, and mayhap immortal, creatures. Such longevity makes them somewhat loath to risk their lives in battle – often they will flee the field before a killing blow can be struck. Each time a Dragon is wounded, it must take a Courage test. If the test is failed, he flees – the model is removed and counts as a casualty.

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

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. Treat the Dragon's fiery breath as a bow with a range of 12"/28cm. If the shot hits, the target and any model (Good or Evil) within 2"/4cm 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"/28cm 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 using one dice, without reducing his Will store. The controlling player can choose to increase the number of dice rolled by reducing the Dragon's Will store in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details):

- Transfix.** Range 12"/28cm Dice score to use: 3+
- Compel.** Range 12"/28cm Dice score to use: 4+
- Sap Will.** Range 12"/28cm Dice score to use: 4+

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



Wild Warg Chieftain

Points Value: 75



Wild Warg Chieftains are ferocious and determined beasts, which lead the ravaging packs of Wargs that hunt in the untamed places of Middle-earth. Their hunger knows no bounds and frequently drives them into a maddened state.

F	S	D	A	W	C	M / W / F
5/-	6	5	2	3	3	1 / 3 / 1

Wargear

Teeth and claws (count as a hand weapon).

Special Rules

Terror. See the main rules manual for details.

Packlord. A Wild Warg Chieftain is little more than a cunning beast, and certainly has little or no grasp of tactics and leadership. Only other Wild Wargs may use its Stand Fast! rule or benefit from its heroic actions.

EVIL WARRIORS

Moria Goblin Warriors

Points value: 4



Goblins are small, mean-spirited creatures that live a troglodyte existence in the numerous dwellings beneath the Misty Mountains. The ancient Dwarf tunnels of Moria have become home to these loathsome monsters. They scuttle through the tunnels with amazing dexterity, attacking, destroying and consuming intruders that venture into their dark realm.

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

Wargear

Moria Goblins wear spiny, segmented armour and carry crude swords or knives (hand weapon). Any Moria Goblin can be given additional items at the following cost:

<i>Spear</i>	<i>1 point</i>
<i>Orc bow</i>	<i>1 point</i>
<i>Shield</i>	<i>1 point</i>

Special Rule

Cave Dweller. See page the main rules manual for details.



A Goblin Shaman spurs his followers into a frenzy.



Moria Goblin Prowler

Points value: 6



Every Goblin King has a few carefully chosen warriors that he relies on to instil loyalty into the rest of his force. These devious and cruel Goblins are known as Prowlers, and they stalk the caves and tunnels of his realm, ensuring that tributes are paid, and disposing of dissenters with a knife in the back. Though Moria Goblin Prowlers are more skilled than the rest of the Goblin horde, they shun the idea of a fair fight and are at their most dangerous when their enemy is cornered and outnumbered.

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

Wargear

A Moria Goblin Prowler wears light armour, and carries a rusty blade or dagger (hand weapon) and throwing weapons. They may be given additional items at the following cost:

Orc bow1 point
Two-handed weapon1 point
Shield1 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.

Cave Troll

Points value: 80



Cave Trolls are large and loathsome creatures that shun the light, preferring to hide away in dark caves and subterranean tunnels. They are slow-witted but nonetheless dangerous creatures once roused to anger, for their leathery skin can turn aside all but the keenest blades and their thunderous blows are enough to buckle even the sturdiest shield.

F	S	D	A	W	C
6/5+	6	6	3	3	3

Wargear

The Cave Troll has a club (hand weapon) and can be given additional items at the following cost:

Spear1 point
Troll chain5 points

Troll chain. This is treated as a throwing weapon with a range of 3"/8cm and a Strength of 4.

Special Rule

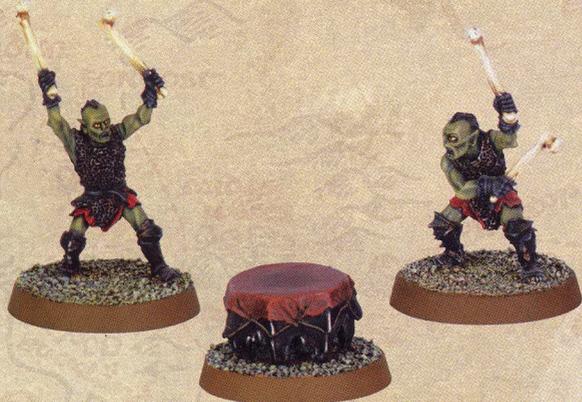
Terror. See the main rules manual for details.

Throw Stones. If a Troll does not move at all, it can declare that it's 'stooping for a stone', and in the subsequent Shoot phase he can throw it, providing that he is not engaged in combat. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.



Moria Goblin Drum

Points value: 100



When Goblins go to war they are often hurried on by the beat of massive drums. Though there is nothing magical about Goblin drums, the sound increases the Goblins' will to fight and the drums themselves can prove a rallying point around which Moria Goblins will fight that much harder. The effect of the drums on the enemy is only slightly less pronounced, as the steady sonorous beat erodes the resolve of even the bravest warriors.

	F	S	D	A	W	C
Moria Goblin Drummers	2/-	3	4	1	1	2

	F	S	D	A	W	C
Moria Goblin Drum	-/-	-	10	-	3	-

Wargear

Goblin Drummers wear spiny segmented armour and carry heavy bones with which to play the drum (count as a hand weapon).

Special Rules

Cave Dweller. See the main rules manual for details.

Drums in the Deep. At the beginning of the game, deploy the Moria Goblin Drum model following the instructions of the scenario like any other Evil model, and place the Drummers in base contact with it.

For the Drum to have an effect, at least one Drummer must start the turn in base contact with it and must not move or be engaged in combat. As long as all these conditions are met, the Drum has the following two effects:

In all fights within 18"/42cm of the Drum which include at least one Moria Goblin, the Evil player can re-roll any one of the dice he rolled when determining who wins the fight. You must stick with the result of the re-roll (you can never re-roll a dice more than once).

All Moria Goblins on the battlefield (including Heroes) add +1 to their Courage values and all Good models on the battlefield suffer a -1 penalty to their Courage values (note that this is not cumulative with other rules that confer similar penalties).

For the purposes of counting the total number of models in the Evil force, only the Drummers count and not the Drum itself.

Moving the Drum. The Moria Goblin Drum is moved in the same way as a Heavy Object (see the main rules manual for details). It may not be moved and played in same turn.

Destroying the Drum. The Drum can be shot at normally by the Good side, and has a Defence of 10 and 3 wounds. If reduced to 0 Wounds, the model is destroyed – leave the Drum in place, but it cannot be played any more. The Drum model has no control zone and if a Good model spends a full turn in base contact with the Drum, without doing anything else (ie, not shooting, using magical powers or fighting in combat), the Drum is automatically destroyed as described above.



Drums sound in the deep as Goblin Prowlers search for prey.



Wild Warg



Unlike their cousins in the lands to the south, these beasts have never been broken to the service of Orcs and exist solely to roam the rocky pathways of the Misty Mountains and the dark places of Middle-earth, slaking their hunger where they can.

Points value: 8

F	S	D	A	W	C
3/-	4	4	1	1	2

Wargear

Teeth and claws (count as a hand weapon).

Bat Swarm



Points value: 35

Many of the dark caves in Middle-earth are haunted by vicious bats, evil beasts that hunger for blood. When the Moria Goblins go to war, swarms of bats often soar above their armies. These bats are vile, blood hungry creatures and while they are little threat if encountered singly, they are deadly in large numbers, a suffocating dark cloud of tooth and claw.

F	S	D	A	W	C
1/-	3	3	2	4	2

Wargear

Bat Swarms have razor sharp fangs and claws (hand weapon).

Special Rules

Fly. Bat Swarms move 12"/28cm. They can fly over the top of any models or terrain without penalty.

Blinding swarm. Creatures attacked by Bat Swarms are blinded by their numbers and unpredictable movement. The Fight value of any enemy model in base contact with a Bat Swarm is halved (round fractions down).

Giant Spider



The giant spiders that inhabit many of Middle-earth's dark places are frequently found in league with bands of Goblins. Often these giant spiders have been pressed into service, trapped in cages and tortured for sport, before being unleashed on the enemy. Usually, however, their alliance is a matter of convenience, for both Goblins and spiders alike are equally evil.

Points value: 25

F	S	D	A	W	C
4/-	5	3	2	2	3

Wargear

Giant Spiders have sharp fangs (hand weapon).

Special Rules

Movement. Giant Spiders can climb on any surface, regardless of angle. Giant Spiders can therefore move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, ditches and other spaces, which they have to jump as normal.

Venom. The fangs of the Giant Spiders are highly venomous. They must re-roll each score of '1' when rolling to wound.



KHAZAD-DÛM

In the days of its glory, the realm of Khazad-dûm boasted a powerful and disciplined army, with thousands of warriors to guard the gates and patrol the trade routes that linked Moria to the world beyond.

Within the halls of Khazad-dûm lived scores of Dwarf families, each a sprawling affair with hundreds, if not thousands, of members. It was from these vast families, called households, that the king of Khazad-dûm drew his armies. Each household swore oaths to maintain a standing force, ready to do the king's bidding at a moment's notice. In return they were granted mining privileges within the deep Mithril mines of Moria and gifted a warrior hall, which served as both a barracks and training ground. The warrior halls were grand affairs, and a source of constant pride and prestige to the families concerned. The greatest of these halls were large enough for as many as five hundred Dwarves to train in at once.

The warriors of each household were divided into kinbands of ten to fifty Dwarf warriors, each led by a captain. It was normal for

all the members of a kinband to be blood relatives, and they fought ferociously to protect their brothers and cousins. Generally, these strong family ties made for a close-knit army, although occasionally feuds and old grudges made dealings between kinbands and households awkward. The Dwarves of a particular household commonly wore matching livery, with variation in colours or patterns between the different kinbands. Ravens, mountains and axes were common motifs on banners and shields, as were runes that declared kinship to a particular household or kinband.

When the massed army of Khazad-dûm went to war, above or below the ground, the king or the trusted leader of one of the Dwarf households would lead it. The kinbands would flock together and old rivalries and resentments would be put aside for the glory of Khazad-dûm. The Dwarves of Khazad-dûm often journeyed far from home as they hunted down their enemies and destroyed them, taking the battle deep into the Goblin strongholds that littered the Misty Mountains, or arraying for war against Orcish hordes in the valleys and mountain passes.





GOOD HEROES

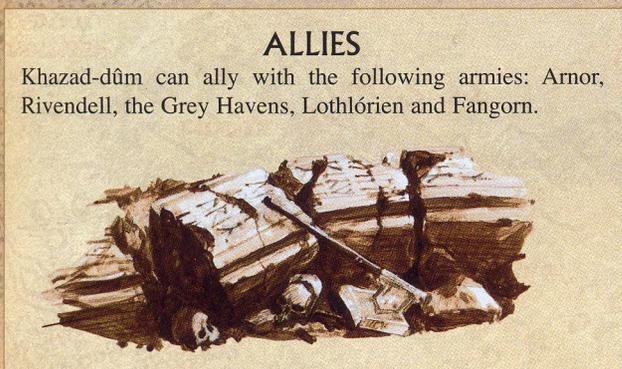
- Durin* *Points value 160*
- Mardin* *Points value 75*
- Dwarf Captain* *Points value 60*
Shield *5 points*
Two-handed axe *5 points*
Throwing axes *5 points*

GOOD WARRIORS

- Dwarf Warrior* *Points value 8*
Dwarf bow *1 point*
Two-handed axe *free*
Shield *1 point*
Banner *30 points*
- Khazâd Guard* *Points value 11*
- Dwarf Vault Warden Team* *Points value 25*
- Iron Guard* *Points value 15*
- Dwarf Ranger* *Points value 7*
Longbow *3 points*
Two-handed axe *free*
Throwing axes *3 points*
- Dwarven Ballista* *Points value 60*
Dwarf Crew *8 points*
Flaming Ammunition *15 points*
Siege Veterans *15 points*
Superior Construction *20 points*
Dwarf Engineer Captain *75 points*

ALLIES

Khazad-dûm can ally with the following armies: Arnor, Rivendell, the Grey Havens, Lothlórien and Fangorn.



GAMING WITH A KHAZAD-DÛM ARMY

Here we present tactical advice for the Heroes and Warriors of Khazad-dûm, along with tips on painting your Dwarves and theming your collection. The following pages also include some example army lists to help you choose your own army from this, the greatest of all the Dwarf holds.

STRENGTHS

- Durin
- Vault Wardens
- Variety of Warriors
- High Courage and Defence values

WEAKNESSES

- Slow moving
- No cavalry



1 Durin, King of Khazad-dûm

Durin's impressive profile, combined with his powerful special rules, allows him to take on and beat any enemy Hero or Warrior (save perhaps Sauron or the Balrog). Durin is best employed in the thick of combat, where he can hurt the enemy the most.



2 Mardin

Mardin is a doughty mid-level Hero, able to stand his ground against even the most terrifying enemies, as long as his king is nearby. With his enchanted spear, he's a particular menace to Trolls.



3 Vault Warden Teams

The tunnel fighters who form Khazad-dûm's Vault Warden Teams are the perfect warriors to anchor a battle-line or hold a position. If surrounded by the enemy, the Vault Wardens will not last long, so be sure to use them carefully.



4 Khazâd Guard

As the king's bodyguard, the Khazâd Guard can always be relied on to pass Courage tests as long as the model they are protecting is alive. The Khazâd Guard boast a high defence and wield two-handed weapons, making them both durable and versatile.



4

5

5 Iron Guard

With 2 Attacks and throwing weapons, the Iron Guard make outstanding shock troopers and are great for bolstering your battle line, or spearheading an attack.

6



6 Dwarf Warriors

Dwarf Warriors are capable all round warriors, good at fighting and shooting. Dwarf Warriors have above-average Fight, Courage and Defence values that set them apart from many other Warriors in the game. Their only real weakness is their slow Move rate.



PAINTING A KHAZAD-DÛM ARMY

Khazad-dûm is the richest Dwarf Hold. This is reflected in their Mithril armour and well-crafted weapons. With their strong colour scheme it's quite straightforward to paint a characterful army.

WARRIORS OF KHAZAD-DÛM



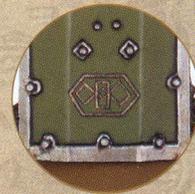
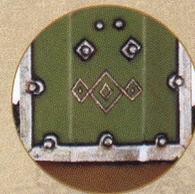
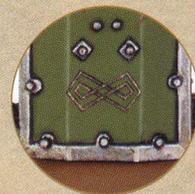
◀ The Warriors of Khazad-Dum dress in fine clothing as befits their status. A mix of Catachan Green and Camo Green is used to paint their distinctive cloth. This is highlighted by adding Bleached Bone to the mix.



 The embroidery detail on the tunics is picked out with a thin line of Shining Gold.

 The shields are painted in the hold's green colour, with a Mithril Silver rim and boss.

KHAZAD-DÛM RUNES



▶ Painting Dwarf runes on shields or banners can add extra character to your force. These Vault Wardens each have a different rune painted onto the tower shield.

UNIFYING AN ARMY

The different troop types in a Dwarf army allow you to paint a variety of styles of models. By using a colour scheme that is constant throughout the army, your models will look like a cohesive and distinctive force.

▶ The long robes of the Iron Guard are painted in the same green as the rest of the force.



▶ The Ballista crew wear the same style armour as other Dwarf Warriors. The tunics and armour can be painted to match their kinsmen.



▶ The Khazad Guard are the best equipped of the king's warriors. Gold face masks and armour plates, and Mithril chainmail tie them in effectively with the rest of the army.



REGIONAL UNIFORMS

Kinbands within Khazad-dûm generally wear the colours of the king's army, but often use alternative uniforms to represent different warrior halls. By changing the colours of your army you can create some unique forces to take to battle, as shown here.

▶ This Dwarf is from the household that guards the Sixth Deep. Painting his helmet Mithril Silver and his armour Shining Gold makes him look wealthy, as such trusted Dwarves would be.



▶ A Dwarf Ranger of the East Road Patrol, Scorched Brown armour and a Snakebite Leather tunic are perfect to help him blend in with his surroundings.



THE ROYAL ARMY OF KHAZAD-DÛM

This force represents the mighty army of Khazad-dûm. The initial force (chosen to the value of 500 points) is led by Durin and contains a solid core of Dwarf Warriors. The force has then been expanded with Mardin and a swathe of specialist troops, bringing the whole army to 1,000 points.

DURIN'S HOUSEHOLD – 499 POINTS

- ① **Durin, King of Khazad-dûm 160 points**
The most powerful Dwarf Hero, Durin provides great leadership and deadly close combat ability.
- ② **The King's Companions 66 points**
 - 6 Khazâd Guard

The role of the King's Companions is to protect Durin at all times. Together with the King, they make a hard-hitting and durable strike force.
- ③ **Nali's Household 273 points**
 - Nali – Dwarf Captain with shield
 - 24 Dwarf Warriors: 8 with Dwarf bows, 8 with shields and 8 with two-handed axes

Nali's Household boasts an impressive number of warriors and can either split up into smaller groups to hunt down enemies, or rally around their Captain.

GUARDIANS OF THE WEST GATE – 493 POINTS

- ④ **Mardin 75 points**
Mardin is a solid leader for a Dwarf army of this size, able to issue heroic actions and lend muscle to a fight.
- ⑤ **The West Gate Wardens 100 points**
 - 4 Vault Warden Teams

These specialised warriors are perfect for anchoring your battle line against flanking, or taking on the biggest monsters your enemy has.
- ⑥ **The Defenders of Kheled-zâram 198 points**
 - 6 Iron Guard
 - 12 Dwarf Rangers: 4 with longbows, 4 with two-handed axes and 4 with throwing axes

This group can operate at the sides of the army, where the Rangers can harrass enemy stragglers and the Iron Guard can flank the enemy force.
- ⑦ **The West Gate Sentinels 120 points**
 - 2 Dwarf Ballistas

Able to kill Trolls with a single shot, the role of the Dwarven Ballistas is to eliminate enemy monsters before they can engage the main Dwarf army.





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THE BATTLE OF THE SILVERLODE

The Dwarf Warriors of Khazad-dûm make excellent allies; they are hard to kill and are good fighters. The army shown on this page represents a Dwarf force sent to aid the Elves of Lothlórien against rampaging Goblins. The Dwarves' durability makes them excellent close combat troops that can take a great deal of punishment, while the Elves' superb archery allows them to keep the enemy at arms length.



ALLIED CONTINGENT FROM KHAZAD-DÛM

249 POINTS

- ① **Froi's Kinband** 169 points
 - Froi – Dwarf Captain with shield
 - 12 Dwarf Warriors: 4 with two-handed axes, 4 with shields, 4 with Dwarf bows
- ② **The West Road Patrol** 80 points
 - 2 Iron Guard
 - 5 Dwarf Rangers: 2 with longbows, 3 with throwing weapons

MAIN CONTINGENT FROM LOTHLÓRIEN

495 POINTS

- ③ **Galadriel, Lady of the Galadhrim** . . . 125 points
- ④ **The Mirror Guard** 89 points
 - 5 Armoured Wood Elves with Elven blades
 - 1 Armoured Wood Elf with banner
- ⑤ **Haldir's Patrol** 147 points
 - Haldir with Elven bow
 - 8 Wood Elf Warriors with Elven bows
- ⑥ **The Wards of Lothlórien** 134 points
 - 7 Wood Elf Warriors with Elven blades and throwing daggers
 - 8 Wood Elves with Wood Elf spears



THE MARCH ON ARNOR

Using Khazad-dûm alongside other armies allows you to further explore the rich background of The Lord of the Rings, exploring lots of ‘What if?’ scenarios. The example on this page allies the army of Khazad-dûm with the doomed garrison of Fornost. Both forces are compact and elite, with excellent close combat and missile troops. What would have happened if they had combined forces against the Witch-king?



MAIN CONTINGENT FROM KHAZAD-DÛM 500 POINTS

- ① *Durin, King of Khazad-dûm* 160 points
- ② *The King's Guard* 99 points
 - 9 Khazâd Guard
- ③ *Narvi's Kindred* 133 points
 - 11 Dwarf Warriors, 4 with shields, 3 with Dwarf bows, 4 with two-handed axes
 - 1 Dwarf warrior with banner
- ④ *The Redhorn Patrol* 108 points
 - 12 Dwarf Rangers: 4 with throwing axes, 4 with longbows, 4 with two-handed weapons

ALLIED CONTINGENT FROM ARNOR 250 POINTS

- ⑤ *The Rangers of Amon Sûl* 100 points
 - Valnaril – Dúnedain with spear
 - Maloran – Dúnedain
 - 6 Rangers of Arnor, 3 with spears
- ⑥ *The Evendim Garrison* 150 points
 - 14 Warriors of Arnor
 - 1 Warrior of Arnor with banner



EREBOR

The lonely mountain, as Erebor is rightly called, has been many things over the centuries: a mighty stronghold, a Dragon's lair and a terrible battleground, to name but a few. At the close of the Third Age, it is the last great kingdom of Durin's Folk, ruled by the King under the Mountain.

With Khazad-dûm cast to ruin by the Balrog, the surviving Dwarves fled their home and scattered across Middle-earth. They founded many new holds and communities, beginning the arduous process of rebuilding. Of the new kingdoms that were established, the greatest in magnificence and wealth was Erebor. Here the Dwarves made their home, until the Dragon Smaug plundered it, and again the proud Dwarves were reduced for a time to penniless exiles.

The years ground onwards, and the Dwarves eked out a living as they could, until the very year that Bilbo Baggins found the One Ring and Smaug was slain by Bard of Esgaroth. In that year, the Dwarves won back the Lonely Mountain in a great battle.

Erebor is once again a mighty kingdom, and Dáin Ironfoot is the ruler there. He is a skilled warrior and a wise king, and under his leadership Erebor has prospered like never before. The coffers

and treasure vaults of Erebor groan with riches from trade, and mirth fills its halls once more. King Dáin, ever mindful of the wiles of the Dark Lord, looks outwards to the safety of those free people who live within reach of the Lonely Mountain. The Men of Dale led by King Brand have long benefited from close friendship with Dáin, and even Thranduil's folk, the haughty Elves of Mirkwood, share a cordial relationship with their Dwarven neighbours.

The warriors of Erebor are hardy and fierce, tempered by years of war against the Easterlings and Khandish and their constant strivings against the Orcs from Mordor and the Goblins that infest Middle-earth. Led by the likes of Dáin, Balin or Gimli – some of the greatest Dwarf heroes of the age – the army of Erebor is the bane of any foe that wishes to plunder and kill within sight of the mountain.

Erebor has recaptured much of the glory of the great kingdom of Khazad-dûm. The Dwarves that dwell there have enough power to influence the affairs of Middle-earth, something that the Dark Lord of Mordor will surely not overlook as he unleashes his evil upon the Free Peoples. Before the War of The Ring is over, Erebor will yet have a part to play.





GOOD HEROES

- Dáin Ironfoot, King of Erebor* **Points value 125**
- Balin, son of Fundin* **Points value 75**
Durin's Axe 20 points
- Gimli, son of Glóin* **Points value 90**
- Dwarf Captain* **Points value 60**
Shield 5 points
Two-handed axe 5 points
Throwing axes 5 points

GOOD WARRIORS

- Dwarf Warrior* **Points value 8**
Dwarf bow 1 point
Two-handed axe free
Shield 1 point
Banner 30 points
- Khazâd Guard* **Points value 11**
- Iron Guard* **Points value 15**
- Dwarf Ranger* **Points value 7**
Longbow 3 points
Two-handed axe free
Throwing axes 3 points
- Dwarven Ballista* **Points value 60**
Dwarf Crew 8 points
Flaming Ammunition 15 points
Siege Veterans 15 points
Superior Construction 20 points
Dwarf Engineer Captain 75 points

ALLIES

Erebor can ally with the following armies: The Fellowship, Rivendell, Thranduil's Halls, the Tower of Ecthelion, Minas Tirith, the Rangers of Ithilien, the Wanderers in the Wild, the Wizards, the Eagles and the Guardians of the Carrock.

GAMING WITH EREBOR

These pages provide tactics and gaming advice for the sturdy Dwarves of Erebor, suggestions for colour schemes and a sample army list to provide inspiration for your own Erebor force.



1



2



3



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STRENGTHS

- Powerful Heroes
- Variety of warriors
- High Courage and Defence

WEAKNESSES

- No spears
- Slow moving
- No cavalry

1 Dáin Ironfoot, King of Erebor

One of the mightiest Dwarf Heroes, Dáin Ironfoot is a superb fighter and a great leader. With a Defence value of 9 and 3 Attacks, Dáin is able to deal out devastation to an enemy force and take punishment that would kill lesser Heroes many times over.

2 Gimli, son of Glóin

Gimli, one of the Heroes of the fabled Fellowship, is almost a match for Dáin himself. His powerful special rules and comparatively low points cost makes him an ideal Hero to bolster any Erebor force.

3 Balin, Son of Fundin

Balin straddles the divide between mighty Heroes like Dáin and the lesser types like Captains. By equipping him with Durin's axe, both his combat ability and his cost are increased dramatically.

4 Dwarf Rangers

Less durable than Dwarf Warriors, Rangers are still as hardy as Warriors from other races. Rangers make an excellent skirmish force, capable of fighting equally well in close combat as at range.

PAINTING THE ARMY OF EREBOR

WARRIORS OF EREBOR



◀ The warriors of Erebor left Khazad-dûm and now dwell across Middle-earth. This offers a chance to paint a different colour scheme to represent their hold.

REGIONAL UNIFORMS

The Dwarves of Erebor have travelled far and wide, which gives you a great chance to paint regional variations of their uniform. This Dwarf simply changes the blue cloth for brown leather.



The muted blue colour is a mix of Enchanted Blue and Scorched Brown.



Brazen Brass is used to paint the metal areas such as armour detail and shields.



◀ Cousins Balin and Gimli match not only the rest of the force, but also each other. Balin is painted with a red cloak and blue coat, while Gimli wears the opposite.

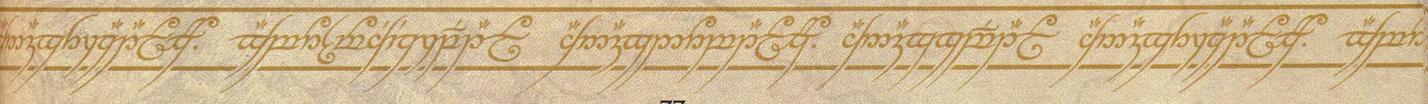


THE MUSTER OF EREBOR

This force, centred on Dáin Ironfoot, has been chosen to a value of 500 points – a good starting size for an army. It represents a force that might have marched from Erebor, to see off raiders or aid allies in danger. A compact but elite formation, every warrior in the army has good Fight, Defence and Courage values, enabling the Dwarf force to take on many times their own number of enemy.



- ① **Dáin Ironfoot, King of Erebor** 125 points
- ② **The King's Protectors** 66 points
 - 6 Khazâd Guard
- ③ **The Iron Guard of Erebor** 90 points
 - 6 Iron Guard
- ④ **Dáin's Kinband** 104 points
 - 12 Dwarf Warriors: 4 with shields, 4 with two-handed axes, 4 with Dwarf bows
- ⑤ **Scouts of the River Running** 108 points
 - 12 Dwarf Rangers: 4 with longbows, 4 with two-handed axes, 4 with throwing weapons



DURIN'S FOLK

Dwarves can be found throughout Middle-earth, for they love wealth and settle wherever it is to be found. They carve their homes into the hearts of mountains and hills, delving deep for gold and iron and all things precious. Such Dwarf holds exist in many mountainous regions, from the Blue Mountains in the west to the White Mountains south of Rohan and as far east as the Grey Mountains, the Iron Hills and beyond.

The Dwarf holds founded by Durin's folk are invariably situated in far-flung places, high in remote mountain ranges or inhospitable valleys. As such, these isolated Dwarf communities struggle to remain in contact with one another, and the other Free Peoples. Their chief form of communication with the wider world are the scores of Dwarf traders that travel the ancient East-West Road that runs between the Grey Havens and the Dwarf mines in the Blue Mountains. The Dwarves that travel the East-West Road are often the best source of information about distant parts,

for when trouble brews in Middle-earth these entrepreneurial wanderers are the first to hear of it. Dwarf travellers seldom journey unarmed, and in times of danger they will return to their holds to bear axes alongside their kinsmen.

The scattered Dwarf communities cannot marshal forces large enough to be considered great armies, boasting perhaps a dozen kinbands and the king's personal guard. Even bolstered by returning travellers most of these Dwarf holds could not muster more than a few hundred warriors and perhaps a ballista in the case of the wealthiest. Because of this they often seek alliances, either with neighbouring Dwarf holds or with the Free Peoples nearby. Though Dwarves are considered gruff and insular – and sometimes greedy – by the outside world, all know of their prowess in battle, and there are none among the wise who would spurn the offer of Dwarven help when fighting the minions of The Dark Lord.





GOOD HEROES

Dwarf King	Points value 75
Two-handed axe	5 points
Throwing axes	5 points
Dwarf Captain	Points value 60
Shield	5 points
Two-handed axe	5 points
Throwing axes	5 points

ALLIES

Durin's Folk can ally with the following armies: The Fellowship, the Grey Company, Rivendell, the Grey Havens, Eregion, Lothlórien, the Host of the Hammerhand, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, the Army of the High King, the Wanderers in the Wild, the Wizards, the Eagles and the Guardians of the Carrock.

GOOD WARRIORS

Dwarf Warrior	Points value 8
Dwarf bow	1 point
Two-handed axe	free
Shield	1 point
Banner	30 points
Khazâd Guard	Points value 11
Dwarven Ballista	Points value 60
Dwarf Crew	8 points
Flaming Ammunition	15 points
Siege Veterans	15 points
Superior Construction	20 points
Dwarf Engineer Captain	75 points

GAMING WITH DURIN'S FOLK

The Durin's Folk army list is perfect for creating your own Dwarf hold, or adding forces as allies to an existing army. On these pages is gaming advice for these mighty warriors, as well as tips for painting your models and an example army list to inspire your own Durin's Folk force.



1



2



3

STRENGTHS

- Wide selection of allies
- Khazâd Guard
- High Courage and Defence

WEAKNESSES

- No named Heroes
- No spears
- Slow moving

1 Dwarf Kings

Excellent mid-range Heroes, Dwarf Kings have a high Fight value and a strong Defence. Whilst they're not as powerful as some Good Heroes, they are still reliable leaders for any Dwarf army.

2 Dwarf Captains

Compared to Captains of most other races, Dwarf Captains have better Fight, Defence and Courage values. They can outfight most enemies, and their high Courage will keep the warriors around them in line.

3 Dwarf Ballista

This deadly siege engine is the perfect solution for dealing with powerful enemies. Thanks to its long range, a Ballista can pick off Trolls, chariots or Warriors with high Defence before they reach your main battle lines.

PAINTING DURIN'S FOLK



DWARF WARRIOR

◀ Durin's Folk aren't as rich as their ancestors from Khazad-dûm, and their appearance reflects this. The colours they use are more muted than other Dwarf holds and they tend to use less metal.

REGIONAL UNIFORMS

Regional variations can be represented by simply substituting the colour of the cloth as shown in this example. We have painted this warrior's tunic and shield red, the livery of the Tower Hills Dwarves.



The cloth is painted with a mix of Dark Angels Green and Scorched Brown.

The beard is painted using a Fortress Grey basecoat, highlighted with successive layers of Skull White.

Scorched Brown and Graveyard Earth is used to paint the wooden shields of Durin's Folk.



THE HOUSEHOLD OF DWALI

This 500 point army list represents a small Dwarf community high in the Grey Mountains. With a King and a Captain to lead it, the force doesn't lack for strong Heroes. The Khazâd Guard and Dwarf Warriors offer a solid block of skilled fighters as the core of the force.



- ① **Dwali** 80 points
 - Dwarf King with two-handed axe
- ② **The King's Council** 66 points
 - 6 Khazâd Guard
- ③ **The Guardians of Withered Heath** 142 points
 - 12 Dwarf Warriors: 4 with Dwarf bows, 4 with shields and 4 with two-handed weapons
 - 1 Dwarf Warrior with banner
- ④ **Grólin's Kinband** 151 points
 - Grólin – Dwarf Captain with shield.
 - 10 Dwarf Warriors: 3 with Dwarf bows, 3 with shields and 4 with two-handed weapons
- ⑤ **Dwarf Ballista** 60 points



MORIA

Since the sack of Khazad-dûm, the halls of Dwarrowdelf have fallen into the hands of Goblins. Now it is called Moria – the Black Pit. No more does the air ring to the sound of hammer on anvil or the crash of picks against rock. The halls no longer echo the rich music of Dwarf songs. Now there is only the skittering of claws on stone and the laughter of Goblin voices echoing through the broken halls. Cobwebs and debris fill the passageways and halls, and the once fine stonework is cracked and defiled.

At the time of Durin's fall, the Goblins were disorganised and disparate – only fear of the Balrog secured the safety of their stolen kingdom. The different bands of Moria Goblins fought constantly with each other in violent feuds over territory, plunder or out of boredom. Over the course of a thousand years many Goblins have risen to power in the realm of Moria, in the shape of kings, chieftains or shamans. The latest of these is Durbûrz, a malicious and barbarous leader who has forged a savage empire in the ruins of Khazad-dûm. Durbûrz, the Goblin King, is a large, brutal creature with a will strong enough to win the shamans to his cause and subjugate the other Goblin chieftains and captains. Moria is now his to command. Though rivalries and rebellions

frequently break out, and Goblins are ever willing to fight viciously with one another, Durbûrz now has a force powerful enough to oppose any who would take his realm from him.

When the drums in the deep begin to boom out their ominous rhythm, the Goblin hordes emerge from the gloomy corners of Moria and muster for war. By their hundreds they surge forth from fissures and passageways, leaping across cracks and chasms and clambering effortlessly over barricades and obstacles as they rush to get to grips with intruders. Cave Trolls, tormented into a frenzy by their Goblin captors, are unleashed from pits and caves and driven towards the foe at the head of the army. The Goblin horde of Moria might not boast the most skilled fighters, nor the greatest tactics, but it is still a terrifying force made up of thousands of cruel, violent warriors.

As his grip on Moria tightens, Durbûrz has turned his attentions outwards, and his armies have ravaged dozens of settlements within reach of Khazad-dûm. The hordes of Goblin warriors that he despatches to do his bidding become bolder with each raid, spreading terror far and wide. Under the rule of the Goblin King, the reputation of the Black Pit becomes more ominous than ever.





EVIL HEROES

- Durbûrz* *Points value 60*
- Moria Goblin Captain* *Points value 35*
- Shield* *5 points*
- Orc bow* *5 points*
- Moria Goblin Shaman* *Points value 45*

EVIL WARRIORS

- Moria Goblin Warrior* *Points value 4*
- Orc bow* *1 point*
- Shield* *1 point*
- Spear* *1 point*
- Moria Goblin Prowler* *Points value 6*
- Orc bow* *1 point*
- Shield* *1 point*
- Two-handed weapon* *1 point*
- Cave Troll* *Points value 80*
- Spear* *1 point*
- Troll chain* *5 points*
- Moria Goblin Drum* *Points value 100*
- Bat Swarms* *Points value 35*

ALLIES

Moria can ally with the following armies: Angmar, Dunland, Isengard Raiders, Dol Guldur, Barad-dûr, the Khandish Mercenaries, the Corsair Fleets, the Monsters of Middle-earth, and the Nazgûl.

GAMING WITH A MORIA ARMY

On these pages you'll find advice and ideas for your own Moria army. As well as gaming tips, highlighting how to get the most from your cruel Goblins, there's information on colour schemes and painting, and some example army lists to assist you in selecting your own Moria force.



STRENGTHS

- Cheap Warriors
- Cave Trolls
- Moria Goblin Drums

WEAKNESSES

- Low Fight values
- Slow moving
- Weak Heroes

1 Durbûrz

Durbûrz is a superb leader and fighter (for a Moria Goblin). His Iron Fist special rule and 3 Might points are both valuable assets. Durbûrz will need protecting so as not to fall victim to powerful enemy Heroes.

2 Moria Goblin Shamans

Superb additions to any Goblin army, Moria Goblin Shamans can cast the Fury spell. This spell is especially useful for an army that has a low Courage and expects to take massive casualties. A Moria Goblin Shaman used well can hold entire armies together!

3 Moria Goblin Drum

Although the Moria Goblin Drum does not directly harm the enemy, its more subtle effects make it a worthwhile investment. Counting as a banner with an 18"/42cm range, it's a great choice, even before you take into account the Courage benefits it offers.

4 Bat Swarms

The Bat Swarm is the Goblin general's best friend when confronting enemy Heroes. By pairing a Bat Swarm with a Cave Troll or a Goblin Captain, even the greatest Heroes like Aragorn or Durin are at risk of losing fights (and their lives).

5 Moria Goblin Prowlers

Compared to other Goblins, the Prowlers are elite. Spreading them throughout your force allows you to get the most from their better Fight value and Backstabbers rule.



PAINTING A MORIA ARMY

The denizens of Moria are many and varied. From the sneaky Goblin Warriors to the most fearsome Cave Troll they provide an army full of character and diverse painting options. Here we show you a variety of ways to approach painting your Moria army.

MORIA GOBLIN WARRIORS



▲ Their size and low points cost means Moria Goblin Warriors are mainly used as a horde army. It's worth using a small range of colours to unify the army and speed up painting.

-  **Skin** – Catachan Green
-  **Metal** – Boltgun Metal
-  **Cloth** – Scab Red
-  **Hair** – Chaos Black

EXTRA DETAILS

Some painters like to make their characters stand out on the tabletop even more than usual. This can be achieved in a variety of ways; here are a few ideas to try out.



- ◀ **Rusted armour**
This armour is basecoated with Dark Flesh. Vermin Brown and Blazing Orange are stippled over this, and small spots of Chainmail complete the effect.



- ◀ **Basing Goblin characters**
An easy way to make Goblin characters stand out from the rest of your force is to put extra care into decorating their bases. One good way to do this is to put them on a suitable rock. This elevates them, making them easier to spot on the tabletop.



- ◀ Another way is to add extra details to the base like axes, rocks and debris. This one has been decorated to look like the floor in Balin's tomb.

CAVE TROLL



- ▶ The Cave Troll is a hulking brute that really stands out in a Moria army. Because it towers over creatures such as Goblins, it is worth spending a little more time painting it.



-  The two shades of skin – Codex Grey and Dwarf Flesh – have been blended together to give a more natural look.
- 

- ▶ By carefully picking out details such as the eyes and teeth you can bring out the Cave Troll's character.



ALTERNATIVE COLOURS

Although we show a Moria Goblin army in a specific colour scheme, you could use alternative colours. Below are examples of effects you can try.



- ▲ This Goblin from Mount Gundabad is painted with Red Gore and given a watered-down Brown Ink wash.



- ▲ The pallid skin on this Moria Goblin is painted Catachan Green, and highlighted by adding Rotting Flesh.

DURBÛRZ'S GOBLIN HORDE

Durbûrz's Horde represents the forces of the Moria Goblins at the time of Balin's fateful expedition back into Khazad-dûm. This army has been chosen, to a 500 point limit – a good starting point for an army. This first contingent contains a massive number of Warriors, perfect for swarming the enemy. The second contingent, bringing the force to 1,000 points adds yet more Goblin Warriors, and some serious muscle in the form of Cave Trolls.

DURBÛRZ'S LADS

497 POINTS

- ① **Durbûrz** 60 points
Thanks to his Iron Fist rule, Durbûrz can keep most of the Goblin force from fleeing if broken, and his Might points allow for several Heroic actions.
- ② **Durbûrz's Lads** 120 points
 - 24 Moria Goblin Warriors: 8 with Orc bows, 8 with shields and 8 with spears
- ③ **Grakh** 45 points
 - Moria Goblin Shaman
- ④ **Gahgaz's Lads** 90 points
 - Gahgaz – Moria Goblin Captain
 - 11 Moria Goblin Warriors: 3 with Orc bows, 4 with shields and 4 with spears
- ⑤ **Lugdrak's Sneaks** 82 points
 - Lugdrak – Moria Goblin Captain with bow
 - 6 Moria Goblin Prowlers with two-handed weapons
- ⑥ **The Drummers in the Deep** 100 points
 - Moria Goblin Drum
 - Keeping the Goblin Drum in the centre of the force allows it to benefit the maximum number of models.*

GURGHÂSH'S RAIDERS

501 POINTS

- ⑦ **Gurghâsh** 45 points
 - Moria Goblin Shaman
- ⑧ **Gurghâsh's Trolls** 251 points
 - 3 Cave Trolls; 2 with Troll chain and 1 with spear
- ⑨ **Urgakh's lads** 100 points
 - Urgakh – Moria Goblin Captain
 - 13 Moria Goblin Warriors: 5 with Orc bows, 4 with shields and 4 with spears
- ⑩ **The Bats of Moria** 105 points
 - 3 Bat Swarms





Handwritten text in a decorative script, likely a title or decorative element.

THE RAZING OF WEST EMNET

This force represents an alliance between the Moria Goblins and the forces of Mordor. The Goblins of Moria bring numbers, Trolls and lots of Might to the alliance, while the Mordor contingent adds swift Warg Riders to the force. The Balrog, the most feared being in Moria, brings its unequalled combat prowess to the alliance.

MAIN CONTINGENT FROM MORIA 350 POINTS

- ① **Gagraz** 40 points
 - Moria Goblin Captain with shield
- ② **Lushgak's lads** 160 points
 - Lushgak – Moria Goblin Captain with bow
 - 24 Moria Goblin Warriors: 8 with Orc bows, 8 with shields, 8 with spears
- ③ **Nurdak's Back Stabbers** 80 points
 - Nurdak – Moria Goblin Shaman
 - 5 Moria Goblin Prowlers with two-handed weapons
- ④ **The Black Cloud** 70 points
 - 2 Bat Swarms

ALLIED CONTINGENT FROM BARAD-DÛR 249 POINTS

- ⑤ **The Mouth of Sauron** 75 points
 - The Mouth of Sauron, riding an armoured horse
- ⑥ **The Hounds of Sauron** 174 points
 - 13 Warg Riders, 4 armed with bow and 7 armed with throwing spears

ALLIED CONTINGENT FROM MONSTERS OF MIDDLE-EARTH 400 POINTS

- ⑦ **The Balrog** 400 points



THE DWELLERS BELOW

In the dark places of Middle-earth where even Dwarves shun to make their homes, vile creatures lurk. Within damp and gloomy caves that lie beneath mountains, and in the hearts of twisted forests, the Goblins and other vile creatures multiply and grow in strength.

From these dismal and secluded lairs, they launch forays into the wider world, raiding settlements for food and other plunder. Horses are stolen and homes are burned in the dead of night to the sound of Goblin taunts and Warg howls. If that was the worst these bands of evil creatures wrought, it would at least be bearable, but their deeds are often fouler and far more destructive.

When these Dwellers Below go to war, they do so under darkened skies for Goblins, Trolls and their allies fear the sunlight. Whatever the enemy, Goblins fight using the same brutal strategy: a mighty press of bodies, thrown forward with a callous disregard for casualties. The shrieking hordes of Goblins

hack and tear at the enemy, pulling down superior foes through sheer weight of numbers, while ravening Wargs harry the flanks, tearing down stragglers with powerful claws and razor-sharp fangs. Giant Spiders, won over by the Goblins feeding them choice morsels, are drawn to the throng in the hope of wreaking evil. Silently they drop from the trees and inflict terrible slaughter with stabs from their poisoned fangs, while lumbering Cave Trolls crush even the most heavily armoured warriors with unstoppable sweeps of their crudely fashioned clubs.

Often the Dwellers Below find common cause with the other minions of the Dark Lord, bolstering the numbers of better disciplined warriors. Many times the armies of Mordor and evil Men have coerced the Dwellers Below into doing their bidding, forming a sinister alliance to attack a stronghold or ravage a region. This is when the Dwellers Below are at their most dangerous, for their allies willingly use them to tire out the foe before dealing the deathblow themselves.





EVIL HEROES

- Moria Goblin Captain* *Points value 35*
- Shield* *5 points*
- Orc bow* *5 points*
- Wild Warg Chieftain* *Points value 75*

EVIL WARRIORS

- Moria Goblin Warrior*..... *Points value 4*
- Orc bow* *1 point*
- Shield* *1 point*
- Spear* *1 point*
- Cave Troll*..... *Points value 80*
- Spear* *1 point*
- Troll Chain* *5 points*

ALLIES

The Dwellers Below can ally with the following armies: Angmar, Dunland, the Black Gate, Dol Guldor, Minas Morgul, Barad-dûr, the Serpent Horde, the Corsair Fleets, the Variags of Khand, the Khandish Mercenaries, the Monsters of Middle-earth and the Nazgûl.

- Giant Spider*..... *Points value 25*
- Wild Wargs* *Points value 8*

GAMING WITH THE DWELLERS BELOW

The Dwellers Below are the perfect army to represent the Goblins (and their allies) that can be found in the gloomy corners of Middle-earth. On these pages you'll find tactical advice and gaming ideas to help you pit the Dwellers Below against your opponents, along with painting tips and an example army list to aid you in choosing your own Dwellers Below force.



1 Warg Chieftain

Fast and deadly, the Warg Chieftain is a great leader for a shock attack force. With high Fight and Strength values, it can take on most enemy models and come out on top.

2 Wild Wargs

Like the Chieftains that lead them, Wild Wargs are fast and dangerous. These creatures add serious speed to the Goblin hordes around them, and are cheap enough to be taken in large numbers.

3 Giant Spiders

Able to move across difficult terrain as if it was open ground, Giant Spiders can get wherever you need them. Giant Spiders have two Strength 5 attacks, so they can slaughter even heavily armoured warriors.

STRENGTHS

- Cheap warriors
- Cave Trolls
- Fast Spiders and Wargs

WEAKNESSES

- No named Heroes
- Weak shooting
- No Shamans, Prowlers or Goblin Drums

PAINTING WARGS

WARG

◀ The Wargs are ferocious creatures, mangy and feral brutes. A great way to paint their weathered fur is by drybrushing it.



WARG CHIEFTAIN

▼ As with any character model, it's worth spending a little more time painting the Warg Chieftain, to really make him stand out from the pack.



◀ The dead Man can be painted in his own army's colours as a contrast to the Warg Chieftain.



 The fur was painted Scorched Brown, then drybrushed lightly, first with Bubonic Brown and then with Bleached Bone.

 The faces and feet were painted with a mix of Chaos Black and Codex Grey, highlighted with Codex Grey then further highlighted with Fortress Grey.

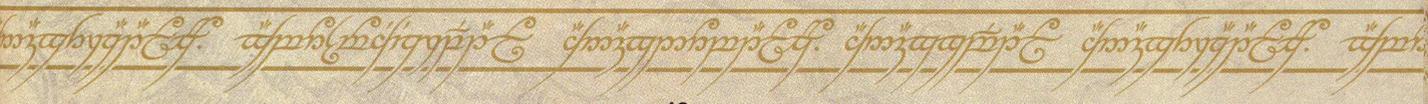


THE RAVAGERS OF UDÛN

This 500 point army boasts a swathe of fast troops and a solid core of Moria Goblin Warriors. The Wild Wargs, Giant Spiders and Warg Chieftain are perfect for flanking the enemy and disposing of isolated groups of archers. With their flanks secured by the roving Wargs and Spiders, the bulk of the Goblins, led by the Moria Goblin Captains and the fearsome Cave Troll, can engage the main enemy force.



- | | |
|--|--|
| <p>① Ghûk's Raiders 115 points</p> <ul style="list-style-type: none"> • Ghûk – Moria Goblin Captain • 8 Moria Goblin Warriors with spears • 8 Moria Goblin Warriors with shields | <p>③ The Wild Beasts 223 points</p> <ul style="list-style-type: none"> • Warg Chieftain • 6 Wild Wargs • 4 Giant Spiders |
| <p>② Bûrakh's bows 80 points</p> <ul style="list-style-type: none"> • Bûrakh – Moria Goblin Captain with bow • 8 Moria Goblin Warriors with Orc bows | <p>④ Cave Troll 80 points</p> |



BATTLES IN DWARF HOLDS

The Dwarves and Goblins have fought many of their bloodiest battles underground, amid the claustrophobic confines of mines and caves or beneath the vaulted roofs of skilfully hewn mansions. These pages include rules and hobby advice for recreating such epic encounters. Some of the scenarios that follow use one or more of the following ideas, but you should feel free to include them in any underground battles that you fight, especially those set in the legendary kingdom of Khazad-dûm.



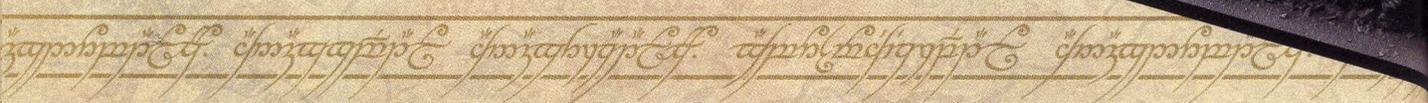
Dwarf Mine Workings. Large areas of Khazad-dûm were given over to the task of mining, and sturdy wooden mine workings are found throughout the Dwarven realm. Mine workings have a Defence of 7 and 5 Batter points. Models can either move up the ladders, or make jumping and climbing tests to scramble up the different levels. Bear in mind, a raised platform might make a good firing position for Goblins armed with bows, but if the Dwarves destroy it they'll all take falling damage.



Mirrors. The Dwarves used huge mirrors of highly polished silver to reflect the light from the outside world through the mansions of Khazad-dûm. Goblins and Trolls are creatures of darkness and such bright light dazzles their eyes and weakens their resolve. Any Evil model within 3"/8cm of a mirror suffers -1 to its Courage value. Mirrors cannot be easily smashed, but any Evil model that spends a Fight phase in contact with one, and not an enemy model, may upturn it, removing it from play.



Dwarven Doorways. Dwarf artisans are highly skilled, so any doorway constructed by them is both strong and durable. Any Dwarven Doorway can be opened, closed, bolted shut and destroyed as described in the main rules manual. Treat any Dwarven Doorways described in the following scenarios as having a Defence of 9 and 3 Batter points.



THE BATTLE FOR THRÁLI'S HOLD

This page shows our impressive underground and wilderness tables combined to make one huge gaming area. With a battlefield suitable for an epic encounter, we decided to use it as the basis for a themed game set in the Misty Mountains, and even created an event that feels like it's fresh from the history of the Dwarves and the Goblins.

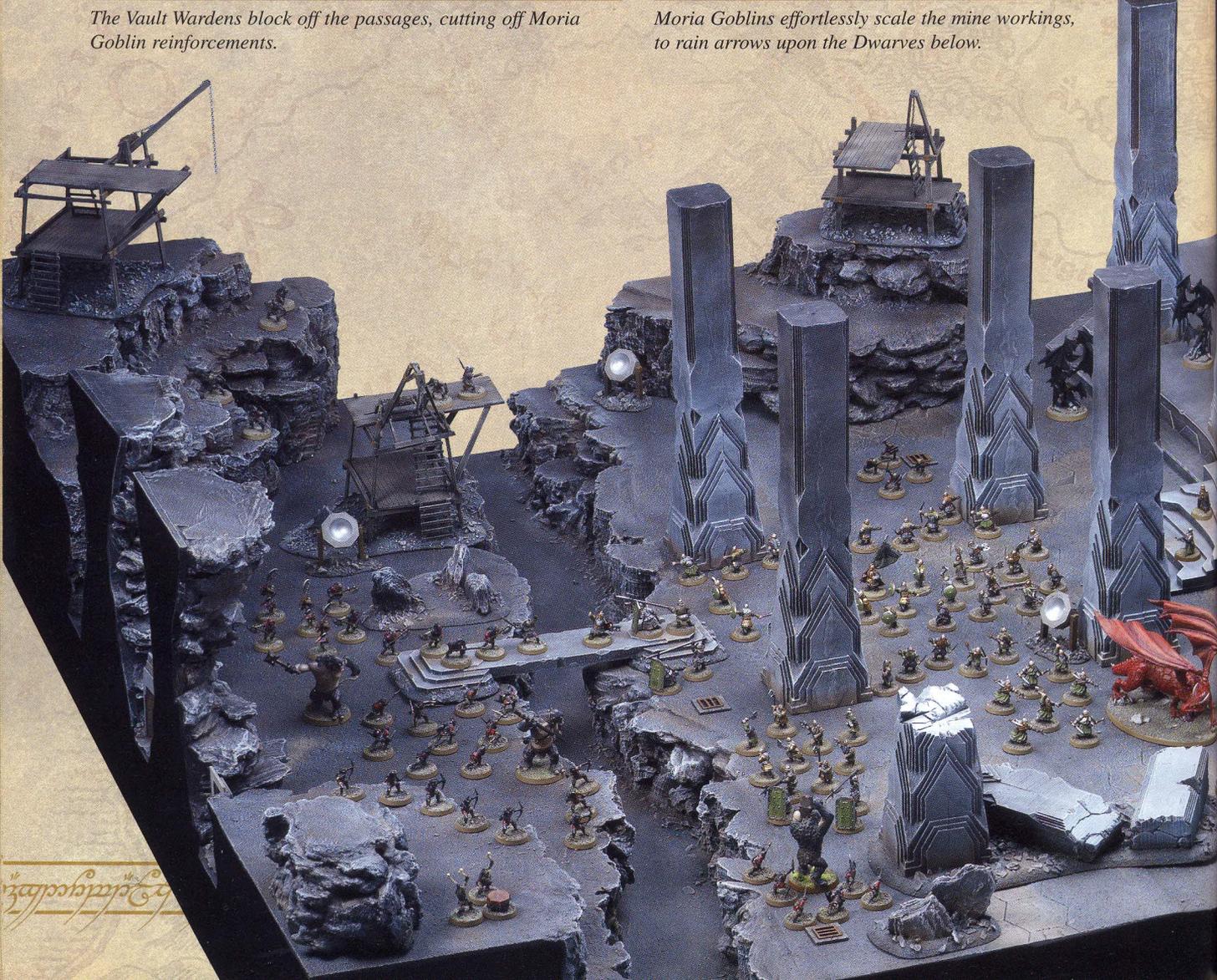
In the seventy-fourth year of King Durin's reign, a Goblin army led by the Dragon Gathamaur rampaged through the Misty Mountains. The Dwarf Hold of King Thráli was easily overwhelmed, but not before a lone messenger escaped, taking word of the attack to King Durin. Wasting no time, Durin summoned his household, and marched to avenge his kinfolk.



The Vault Wardens block off the passages, cutting off Moria Goblin reinforcements.



Moria Goblins effortlessly scale the mine workings, to rain arrows upon the Dwarves below.





The raging Gathamaur is cornered by the Iron Guard.



Dwarf Rangers battle to hold the gate.



Goblins rushing to bolster their comrades inside the hold are ambushed by Dwarf Rangers.



Handwritten text in a stylized, cursive script, likely a decorative flourish or a signature.

DURIN'S TOWER

In this scenario, the Dwarves of Khazad-dûm must fight off the Dragon, Gathamaur, before it can enter the Mines of Moria. The Evil player has one of the most versatile and destructive creatures in the game at his disposal, and must strike fast to win. The Good player starts the scenario with only a handful of guards, but will receive more reinforcements the longer the game lasts.

The kingdom of Khazad-dûm is at its peak; the wonder of the Northern world. King Durin sits on the throne and reigns justly and wisely. In the depths of the mines below Barazinbar Dwarves toil ceaselessly, while in the great forges and workshops skilled artisans produce wondrous treasures. Word of the splendour of Dwarrowdelf has spread far and wide and many are in awe of the achievements of the Dwarves. Others are resentful, coveting their riches and the fruits of their industry.

One that is envious of the labours of the Dwarves is Gathamaur, a Dragon that has plagued the Misty Mountains for years. Several times the Dwarves have driven Gathamaur away from the East or West gates and many are the travellers and traders that the Dragon has devoured in an effort to sate his appetites.

Now Gathamaur seeks to gain access to Khazad-dûm by a different route – Durin's Tower, high on the peak of Zirak-zigil. Built centuries before, when the father of the Dwarves still walked

among his children, Durin's Tower stands as a sentinel looking across the Misty Mountains. On a clear day the watchers there can see for miles in all directions and keep a lookout for enemies. From the tower an intruder, even one as large as a Dragon, would gain access to the Endless Stair that leads down into the heart of Khazad-dûm and beyond to the bowels of the earth and long-forgotten places. As Gathamaur attacks, the sentries stationed on and near Durin's Tower rush to defend their kingdom.

PARTICIPANTS

GOOD

- Up to 500 points worth of models chosen from the Khazad-dûm army list (see page 22). You must include at least one Hero with no more than 2 Wounds. Up to 33% of the models selected may carry a bow.

EVIL

- A Dragon with up to 100 points worth of additional abilities.



LAYOUT

This scenario is played on a board 24"/56cm by 24"/56cm, representing the peak of Zirak-zigil and Durin's Tower. The terrain is incredibly rough, with patches of ice and loose rocks (difficult ground) and sheer drops on every side. Durin's tower sits roughly central on the mountain top and has one external doorway (large enough for a Dragon to pass through). Inside the tower is a large staircase.

Designer's Note: We're lucky enough to have this awesome Zirak-zigil board to play our games upon, but not everyone is so fortunate. Don't be put off though; this scenario works just as well played on a flat surface following the layout and starting positions as described. Of course, you can always try making your own purpose built Zirak-zigil.

Good Deployment



High upon Zirak-zigil, Dwarf Rangers battle Gathamaur the Dragon.

STARTING POSITIONS

The Good player deploys the Dwarf Hero and six Warriors inside Durin's Tower. The Evil player then places the Dragon anywhere on the board outside of the tower. Lastly, the Good player positions up to twelve more Warriors anywhere on the board, but no closer than 3"/8cm to each other, or the Dragon. The remainder of the Good models are kept in reserve and will be available later in the game.

OBJECTIVES

The Dwarves that guard Durin's tower are charged with protecting it against any attack. Gathamaur, lusting for Dwarf gold, seeks to gain access by Durin's stair that spirals deep into the bowels of Khazad-dûm. The Evil player wins if he can move the Dragon off the board, via Durin's stair. The Dragon can exit via the staircase as long as no Good models also occupy it. The Good player wins if he can prevent this.

SPECIAL RULES

Reinforcements. As soon as the Dwarf sentries guarding Durin's Tower sight the Dragon approaching, they send word for aid to the households that garrison Durin's Stair. Starting from the fifth turn, the Good player may bring on reinforcements at the end of his Move phase. Roll a D6 for each model in reserve, and consult the reinforcement table below:

	Turn 5	Turn 6	Turn 7+
Reinforcement arrives on:	6	5+	4+

When reinforcements become available, place them on the staircase in the tower if there is room. If there is not enough space on the stairs, position them touching a board edge (controlling player's choice) instead, representing Dwarves rushing to reinforce the tower from the mountainside. Reinforcements may act normally, but may not charge on the turn they arrive.

Easy Pickings. The Dragon attacking Durin's Tower has planned on swiftly gaining entry and seizing as much plunder as it can, and has little interest in risking its life. Once the Dragon has been wounded, it is considered to be broken.

RECOMMENDED PARTICIPANTS

GOOD

- Frór – Dwarf Captain with shield
- 3 Vault Warden Teams
- 12 Dwarf Rangers: 4 with throwing weapons, 4 with Dwarf longbows and 4 with two-handed axes
- 6 Iron Guard
- 12 Dwarf Warriors: 4 with Dwarf bows, 4 with shields and 4 with two-handed weapons
- 1 Dwarf Warrior with banner

EVIL

- Gathamaur – Dragon with Breathe Fire and Fly



ATTACK ON THE EAST GATE

The invasion of Khazad-dûm has begun and thousands of Moria Goblins are amassing to storm through the East Gate. Already Goblin scouts race to open the gates, letting their comrades in. Victory in this scenario goes to the player who controls the winches and pulleys that enable the gates to swing open and closed.

Although Durin's Tower is a shattered ruin, the warriors of Khazad-dûm are triumphant. The Dragon Gathamaur has been driven off, wounded by the axes of the Dwarves. Any thoughts of celebration are cut short, however, for a new threat has manifested itself – Goblins. Moving like a plague across the Misty Mountains hordes of these 'lesser Orcs' are seeking to invade Khazad-dûm. Battles rage across the valleys and slopes as Dwarf Rangers launch ambushes, and kinbands guard trade routes and mountain roads. In most of these open battles, the Goblin warbands are put to flight by the disciplined Dwarf kinbands, though the Dwarves pay a high price for these victories. Despite their own losses, the Goblins persist as though they are driven by some greater force.

Khazad-dûm is protected from outside enemies by two great gates, one in the west, the other in the east. These mighty portals were constructed back when the Dwarves and Elves were firm friends and no foe has ever breached them. Knowing that should the Dwarves seal these gates from within, any full-scale invasion would be impossible, the Goblin vanguard scours the mountain-side for another way into Khazad-dûm.

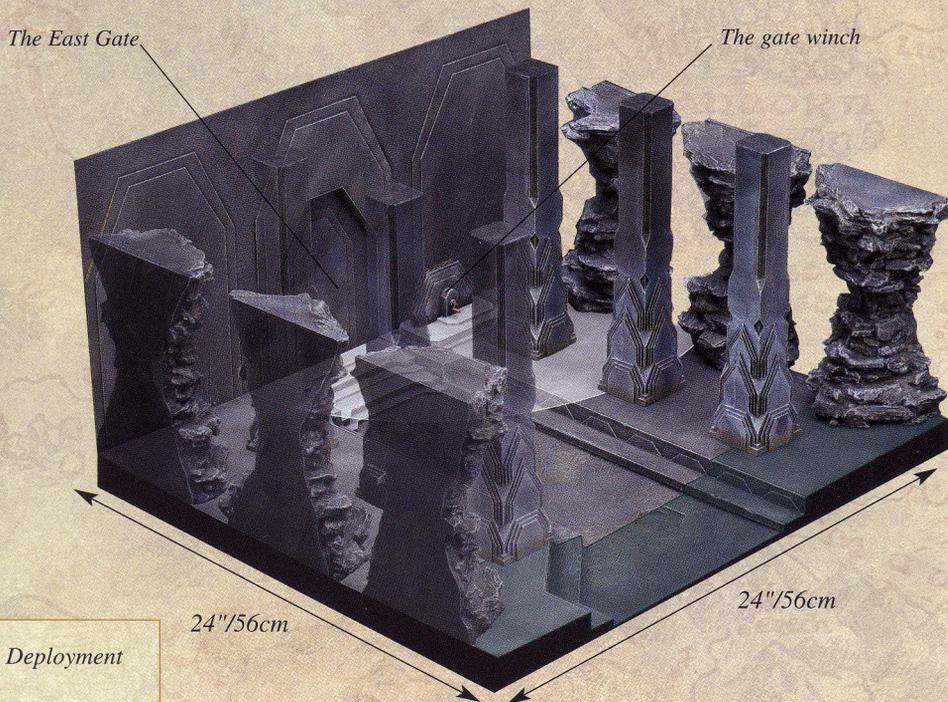
Soon Goblin scouting parties locate the great windows cut through the sides of the mountains that bring air and light into Khazad-dûm. Goblin raiders infiltrate the Dwarves' underground kingdom through these portals, rushing to capture the gatehouses from within and prevent Khazad-dûm's mighty doorways being sealed. For their part, the guardians of the east-gate ready themselves for the fight, knowing if they can keep the mighty doors sealed long enough, their kinsmen will come to their aid.

PARTICIPANTS GOOD

- Up to 200 points worth of models chosen from the Khazad-dûm army list (see page 22). You must include one Hero with no more than 2 Wounds. Up to 33% of the models selected may carry a bow.

EVIL

- Up to 150 points worth of models chosen from the Moria army list (see page 38). You may include up to two Heroes. Up to 33% of the models selected may carry a bow.



	Good Deployment
	Evil Deployment





The Goblin vanguard race to open the East Gate.

LAYOUT

This scenario is played on a board 24"/56cm by 24"/56cm, representing the entrance hall of the East-gate. The hallway is a great cavern lined with numerous pillars. Within 6"/14cm of one board edge is a winch to open the great East Gate (see map).

STARTING POSITIONS

The Good player deploys his force anywhere within 12"/28cm of the winch. The Evil player then deploys his force within 6"/14cm of the opposite board edge.

OBJECTIVES

The player that controls the gate winch at the end of the game (see special rules) wins the scenario. If neither player controls the winch when the game ends, it is a draw.

SPECIAL RULES

The Gate Winch. A piece of skilled Dwarven workmanship, the winch is both strong and durable. While secret words must be spoken from the outside to gain access, the winch is capable of quickly opening the East Gate with a few swift turns from within. A model is considered to be controlling the winch if it is in base contact with it, and there are no enemy models also touching it.

Ending the Scenario. The Dwarves guarding the gate have sounded the alarm and reinforcements may arrive at any time. Starting in turn eight, before rolling for priority, roll a D6 and consult the following table to see if the game suddenly ends.

	Turn 8	Turn 9	Turn 10+
Game ends on:	6	4+	2+

The Goblin Swarm. Though the Goblins have not yet brought their full numbers to bear, there are still scores of them sneaking through the corridors and passageways of Moria on their way to open the door. Any time an Evil Warrior is slain, put the model to one side. At the end of the following Evil move phase it may re-enter play, from the west board edge, on a dice roll of a 4+. If the roll is failed, the model may not attempt to re-enter again. Newly arrived models may act normally, but may not charge on the turn they arrive.

The Evil force is considered broken at the start of any turn in which only half of its starting number (10 models, using the historical participants) are in play.

RECOMMENDED PARTICIPANTS

GOOD

- Barvi – Dwarf Captain with shield
- 12 Dwarf Warriors: 4 with shields, 4 with Dwarf bows and 4 with two-handed weapons
- Dwarf Warrior with banner

EVIL

- Brukh – Moria Goblin Captain
- Urgakh – Moria Goblin Captain with bow
- 6 Moria Goblin Prowlers: 2 with shields, 2 with Orc bows and 2 with two-handed weapons
- 12 Moria Goblin Warriors: 4 with shields, 4 with spears and 4 with Orc bows



THE BATTLE OF BARAZINBAR DEEPS

This is the largest battle ever fought within the Kingdom of Khazad-dûm, pitting the greatest living Dwarf and his most trusted followers against the might of the Balrog and the Goblin hordes. Though hope is slim, Durin and his army stubbornly stand before the Balrog, ready to fight to the death for their kingdom.

Following the Goblin attack on the East Gate, thousands of Goblins and hundreds of Dwarves were slain in a series of terrible battles that raged deep in the lowest mines and darkest tunnels of Khazad-dûm.

Soon the Goblins are all but destroyed, scattered into dismal corners and forgotten caverns by the Dwarves, and Durin's folk can once again turn their attention back to gathering Mithril and repairing their kingdom. While delving in the Barazinbar mines, following a rich vein of Mithril, Dwarf miners awake an evil that few in Middle-earth have the power to resist. How a Balrog came to be below the Misty Mountains, and how the Dwarves discovered it, can never truly be answered. All that is clear is the destruction wrought as the demon, roused from its ages-long slumber, turned its malice against Durin's folk. Rising from the depths of Moria's mines, the Balrog brutally slew all in its path and now threatens to tear the Kingdom of Khazad-dûm asunder.

The scattered remnants of the Goblin invasion emerge from hiding and flock to the Balrog, drawn by its malign power. To the sinister beat of drums, the Goblins follow in the Balrog's wake and advance on the warriors of King Durin, eager to share in the ruination of the Dwarf kingdom. A small band of Dwarf Rangers is sent to delay the approaching Goblins while Durin's force fights the Balrog. Too late, the Dwarves realise their doom

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

PARTICIPANTS

GOOD

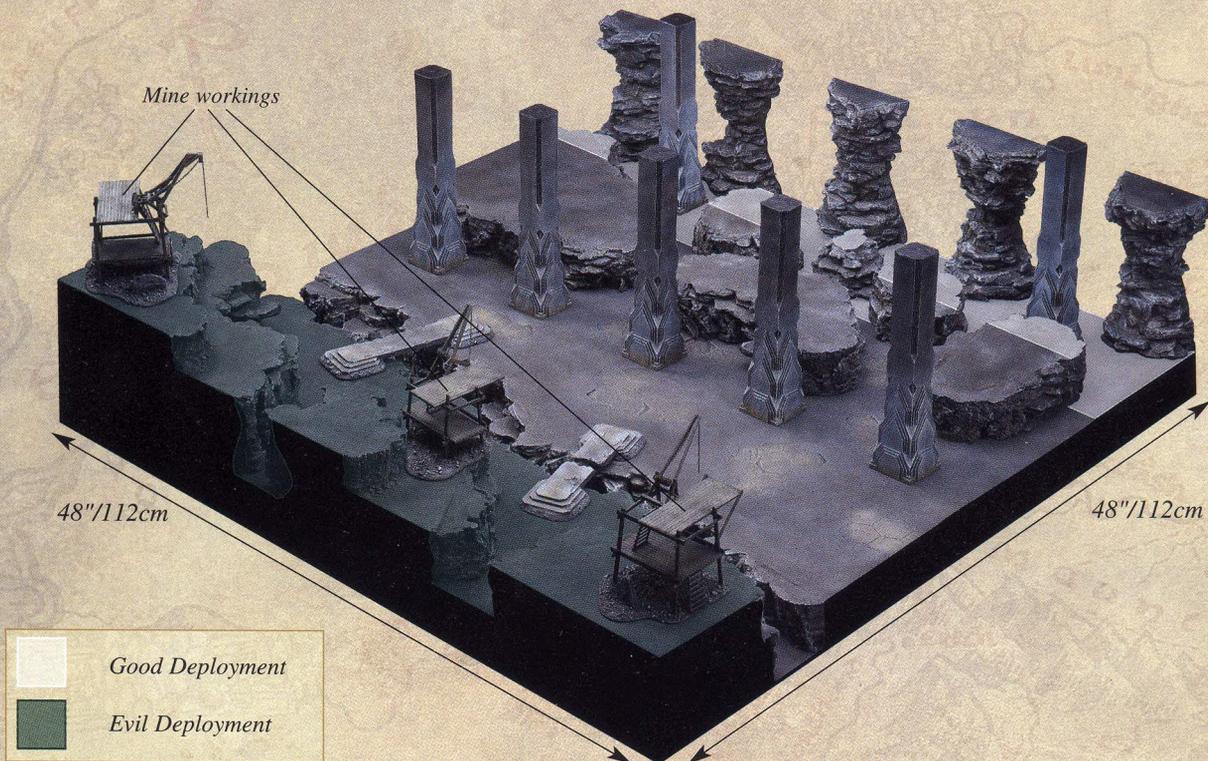
- Durin
- Mardin
- Up to 750 points worth of models chosen from the Khazad-dûm army list (see page 22). You must include at least one Hero. Up to 33% of the models selected may carry a bow.

EVIL

- The Balrog
- Up to 600 points worth of models chosen from the Moria army list (see page 38). You must include at least one Hero. Up to 33% of the models selected may carry a bow.

LAYOUT

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





Durin meets his destiny in the Barazinbar deeps.

STARTING POSITIONS

The Good player selects twelve Warriors to act as reserves, and deploys the rest of his force and three mirrors within 12"/28cm of the west board edge. The Evil player deploys the Balrog within 12"/28cm of the east board edge. Any other Evil models are held in reserve. The Evil player may also position three Secret Entrances anywhere on the board.

OBJECTIVES

Both forces are seeking to eradicate the other and nothing less than annihilation will suffice. The first force 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, neither valuing their efforts, nor resenting their presence. Completely indifferent to their company, the Balrog is equally willing to step on a Goblin in its path as avoid it. The Balrog is not considered Broken when the Moria Goblins are reduced to half of their starting number. In turn, it may not benefit from other models' heroic actions.

The Goblin Horde. Behind the advancing Balrog approach hordes of Moria Goblins. A small band of Warriors is tasked with delaying the Goblins, but they are swiftly forced to fall back 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 a 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 Evil models (except Trolls) may enter by the secret entrances at this point, if the Evil player wishes. Newly arrived models may act normally, but may not charge.

RECOMMENDED PARTICIPANTS

GOOD

- Durin – King of Khazad-dûm
- Mardin
- Dwarf Captain with shield
- 26 Dwarf Warriors: 8 with shields, 8 with Dwarf bows, 8 with two-handed weapons and 2 with banners
- 9 Khazâd Guard
- 6 Iron Guard
- 3 Vault Warden Teams
- 2 Dwarf Ballistas
- 12 Dwarf Rangers: 4 with two-handed weapons, 4 with Dwarf longbows and 4 with throwing weapons

EVIL

- The Balrog
- 1 Moria Goblin Captain
- 1 Moria Goblin Captain with bow
- 2 Moria Goblin Shamans
- 48 Moria Goblin Warriors: 16 with shields, 16 with spears and 16 with Orc bows
- 6 Moria Goblin Prowlers: 2 with two-handed weapons, 2 with Orc bows and 2 with shields
- 2 Cave Trolls
- 3 Bat Swarms
- Moria Goblin Drum



AMBUSH AT THE CROSSROADS

After many battles, Balin's expedition has reached the halls of Khazad-dûm and the work of restoring the greatest Dwarf hold to its former glory has begun. The Moria Goblins are not content to surrender their home without a fight, though, and plan to ambush the Dwarves and massacre them.

Having sought permission from King Dáin to lead a force to recapture Moria, Balin gathers together dozens of households and kinbands to join him in his endeavour. The journey to Moria, west through Mirkwood and then up through the Dimrill dale is fraught with peril, and a great many Dwarves are lost before Balin and his warriors are able to cut through the Goblin defenders and battle their way into the fallen kingdom of Khazad-dûm.

The Moria Goblins who have made Khazad-dûm their home fight bitterly to throw the Dwarves out. Utilising the myriad passageways and tunnels that honeycomb the underground kingdom, the Goblins launch devious ambushes, making the doughty Dwarves pay dearly for every hall they reclaim. Slowly though, under Balin's inspired leadership, the Dwarves begin to push the Goblins out of the great halls, slaughtering them one band at a time. The mines are reopened once more and Balin and his companions seem victorious, for a time. The Goblins are not spent yet though, for a vicious and powerful individual commands them.

Durbûrz, the Goblin king of Moria, leads the Goblins. Cunningly he marshals his warriors and Prowlers, using the Shamans and Captains to keep the teeming hordes of Goblins and the shambling Cave Trolls in line. Carefully the Goblin king devises

a devious plan to encircle the Dwarves, trapping them with his swarms of Moria Goblins. Should Durbûrz's plan work, Balin will be slain, his army will be crushed by the brutal power of Durbûrz's hordes, and the Dwarves will quickly be overthrown and driven out of Moria once more.

PARTICIPANTS GOOD

- Balin with Durin's Axe
- Up to 500 points worth of models chosen from the Erebor army list (see page 30). You must include at least one Hero. Up to 33% of the models selected may carry a bow.

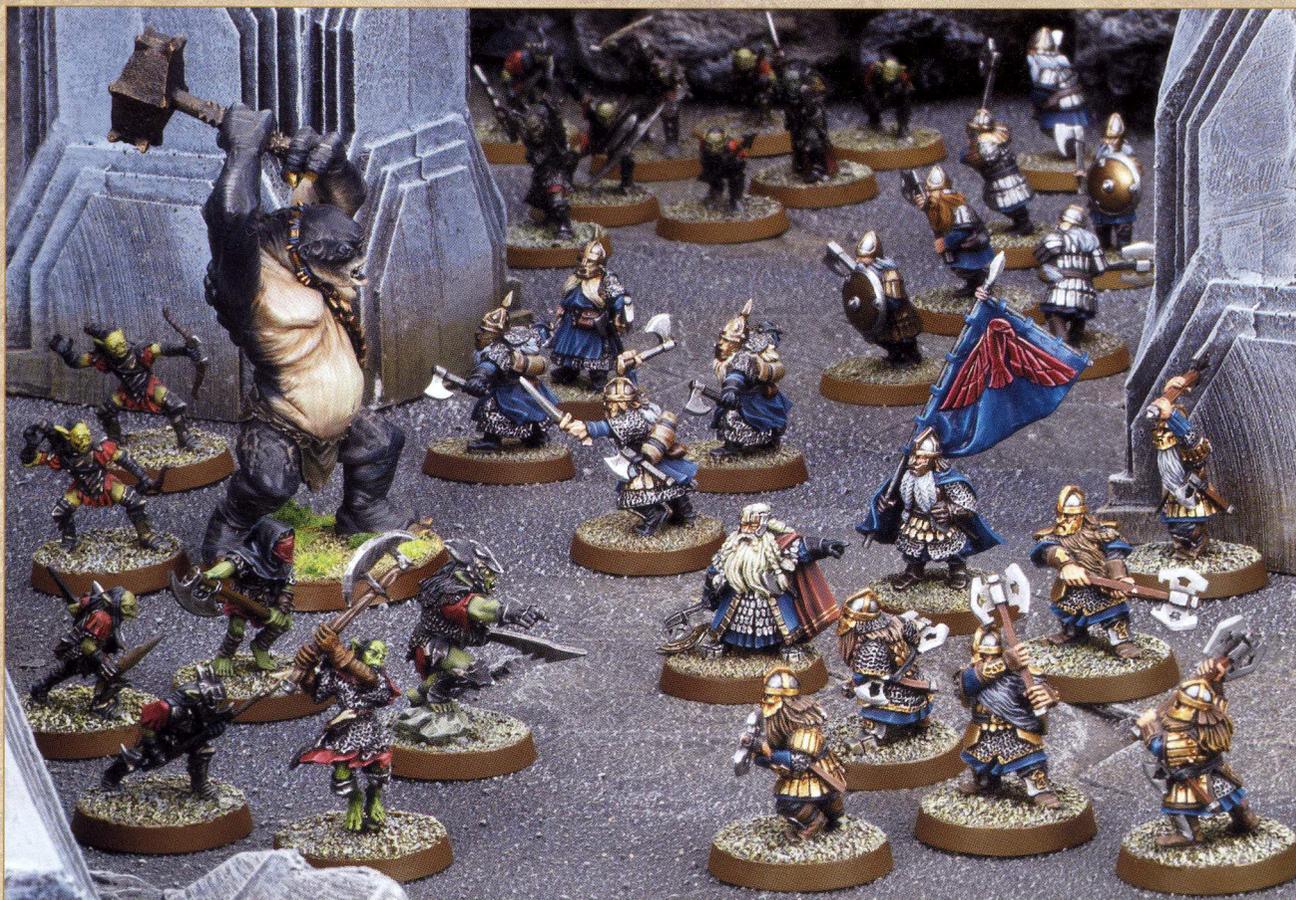
EVIL

- Durbûrz
- Up to 500 points worth of models chosen from the Moria army list (see page 38).

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the great crossroads near the Barazinbar mines. The east edge is covered with all manner of mine workings, while the west is a labyrinth of passageways, narrow corridors and raised platforms. Three mirrors are positioned within 12"/28cm of the centre of the board.





Balin and Durburz battle for mastery of Moria.

STARTING POSITIONS

The Good player deploys his force anywhere within 12"/28cm of the centre of the board. The Evil player then places three secret entrances within 12"/28cm of the west board edge, before deploying his own force within 6"/14cm of the west board edge. The Evil player may choose to position Moria Goblins in base contact with a Secret Entrance instead of with the main force.

OBJECTIVES

The Good side is victorious if, at the end of any turn, Durbûrz is slain and Balin is still alive. The Evil side wins if the Dwarves are reduced to 25% of their starting number, Balin is slain and Durbûrz is still alive. Should both Balin and Durbûrz be slain, the game is a draw.

SPECIAL RULES

The Goblin Swarm. Goblins have scouted ahead of their main force to surround the Dwarves and catch them in a trap. Any time an Evil Warrior is slain, put it to one side. At the end of the following Evil move phase it may re-enter play from the west board edge, or from any secret entrance, on a dice roll of a 4+. If the roll is failed, the model may not attempt to re-enter again. Newly arrived models may act normally, except that they may not charge on the turn they arrive.

The Evil force is considered broken at the start of any turn in which only half of its starting number (18 models, using the recommended participants) are in play.

RECOMMENDED PARTICIPANTS

GOOD

- Balin with Durin's Axe
- Dwarf Captain with shield
- 12 Dwarf Warriors: 4 with shields, 4 with Dwarf bows and 4 with two-handed weapons
- 12 Dwarf Rangers: 4 with two-handed weapons, 4 with throwing axes and 4 with Dwarf longbows
- Dwarf Warrior with banner
- 6 Khazâd Guard
- 6 Iron Guard

EVIL

- Durbûrz
- Moria Captain with bow
- Moria Goblin Shaman
- Moria Goblin Drum
- 6 Moria Goblin Prowlers: 2 with shields, 2 with Orc bows and 2 with two-handed weapons
- 24 Goblin Warriors: 8 with shields, 8 with spears and 8 with Orc bows
- 2 Cave Trolls



THE RAZING OF HIGH WATER



The fate of High Water lies in the balance as Gaurakh and his motley alliance of Dwellers Below do battle with the stalwart Dwarves of the Grey Mountains. Victory will go to the side that controls the village at the end of the battle. Both players must balance their efforts to destroy the opposing force against the need to control a majority of the buildings at the end of the game.

With the armies of the Dark Lord gathering in power across Middle-earth, bands of Moria Goblins, Wargs and other Evil creatures have been growing increasingly dangerous along the length of the Misty Mountains. Many of these Evil creatures have gathered under the sinister leadership of Gaurakh, an ancient and ferocious Dragon who has long dominated a swathe of the mountains north of Mount Gundabad. At Gaurakh's bidding, the Moria Goblin Captains and Warg Chieftains goad their followers into action, sweeping down from the foothills of the Misty Mountains and ravaging one isolated settlement after another. The next target in Gaurakh's path is the hamlet of High Water, a small community of Men, which enjoys friendly relations with the nearby Dwarf Holds in the Grey Mountains.

When the defenseless people of High Water learn of these attacks and recognize their impending doom, the citizens turn to their Dwarven allies for protection. Able to do no more, the townsfolk of High Water take refuge in their homes, barricade their doors and pray that help will come soon enough to defend them from Gaurakh and his hordes.

PARTICIPANTS

GOOD

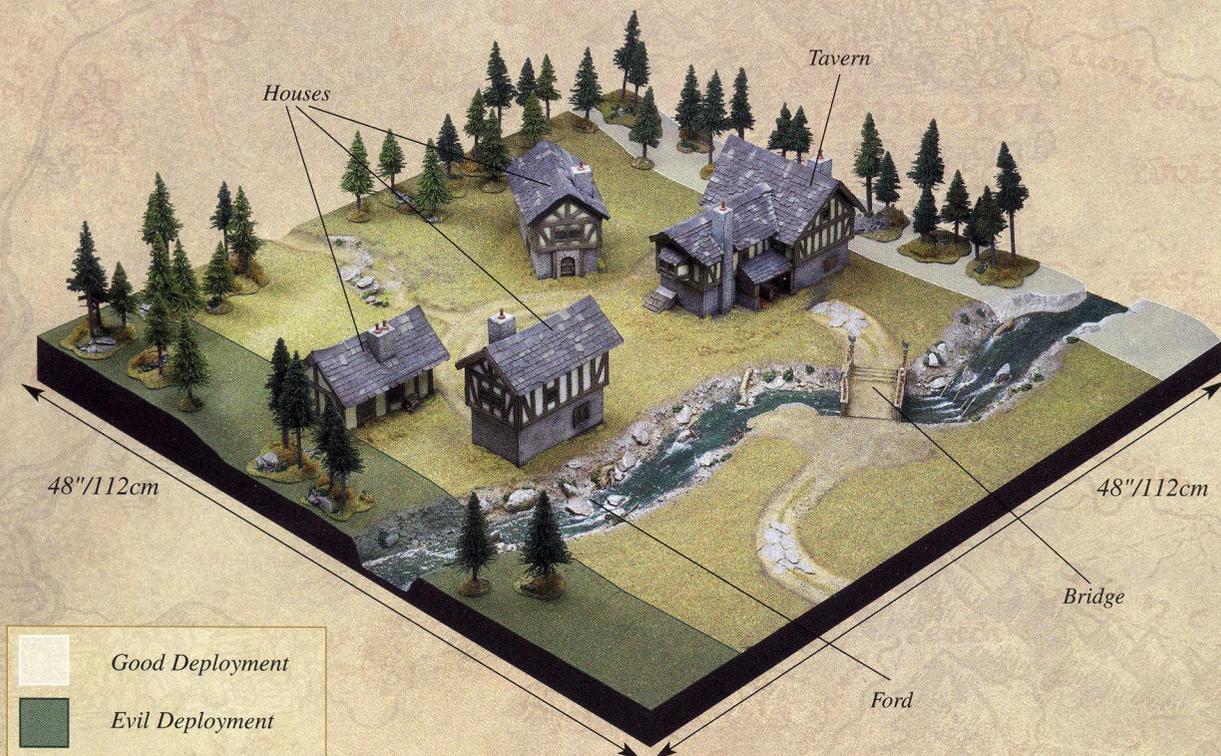
- Up to 600 points worth of models chosen from the Durin's Folk army list (see page 35). You must include at least one Hero. Up to 33% of the models selected may carry a bow.

EVIL

- A Dragon with two upgrades.
- Up to 250 points worth of models chosen from the Dwellers Below army list (see page 47), including at least one Hero. Up to 33% of the models selected may carry a bow.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the village of High Water. The village boasts three houses and a tavern positioned roughly in the centre of the board, and is surrounded on three sides by trees. A river with rocky banks passes from across the length of the board and is crossed by a single bridge and a small rocky ford. The remainder of the board consists of open ground.





Gaurakh and his minions prepare to sweep Dwali's Dwarves aside.

STARTING POSITIONS

The Good player deploys his force within 6"/14cm of his starting edge (see map). The Evil player then deploys his own force within 6"/14cm of his starting edge.

OBJECTIVES

The Goblin horde, led by the Dragon Gaurakh, has come to sack the quiet village of High Water, plundering anything of worth and enslaving (or devouring) its occupants, while the Dwarves have come to rescue their allies and crush the Goblin raiders.

The four buildings and the bridge each count as a separate objective. The winner is the side which controls three or more objectives at the end of the game. If neither side controls at least three objectives when the game ends, the game is a draw.

SPECIAL RULES

Ending the game. Once either side is broken the game might suddenly end. At the beginning of each turn after one side is broken, before rolling for Priority, roll a D6 – if the score is a 1 or 2, the game ends immediately.

Controlling the objectives. The townsfolk of High Water cover within their homes, seeking refuge from the Dragon and his minions. If the Dwarves cannot drive off the Evil creatures, the

fate of High Waters citizens will be a grim one. An objective is controlled when a model from one side is within 3"/8cm of it, and there are no enemy models also within 3"/8cm of it.

RECOMMENDED PARTICIPANTS

GOOD

- Dwali – Dwarf King with two-handed weapon
- Grólin – Dwarf Captain with shield
- Múrin and Drár
- 3 Khazād Guard
- 21 Dwarf Warriors: 7 with Dwarf bows, 7 with shields, 6 with two-handed weapons and 1 with banner
- Dwarf Ballista

EVIL

- Gaurakh – Dragon with Fly and Wyrmtongue
- Magruk – Moria Goblin Captain
- Warg Chieftain
- 6 Wild Wargs
- 18 Moria Goblins: 6 with spears, 6 with Orc bows and 6 with shields



SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules	Page
Balin	6/4+	4	8	2	2	6	3 / 3 / 1	Durin's Axe	10
Balrog	10/3+	9	9	4	10	7	0 / 10 / 0	Resistant to Magic; Fiery Lash; Terror; Ancient Evil	16
Bat Swarm	1/-	3	3	2	4	2		Fly; Blinding Swarm	21
Cave Troll	6/5+	6	6	3	3	3		Terror; Throw Stones; Troll Chain	19
Dáin Ironfoot	5/4+	4	9	3	3	7	3 / 3 / 2	The King under the Mountain; Venerable; Barazantathûl	9
Dragon	7/2+	7	7	4	7	4	3 / 3 / 3	Terror; Resistant to Magic; Harbinger of Evil; Fly; Draconic Charge; Survival Instinct; Breathe Fire; Wyrmtongue; Tough Hide	17
Drár	5/4+	4	7	2	2	5	3 / 1 / 1	Expert Shot	9
Durbûrz	4/-	4	6	2	2	4	3 / 2 / 2	Cave Dweller; Iron Fist	15
Durin	6/4+	4	9	3	3	6	3 / 3 / 1	Durin's Axe; The Crown of Kings; The Horn of Zirak-zigil	8
Dwarf Ballista	-	(9)	10	-	3	-		Piercing Shot; Accurate	14
Dwarf Captain	5/4+	4	7	2	2	5	2 / 1 / 1		11
Dwarf King	6/4+	4	8	2	2	6	2 / 2 / 1		11
Dwarf Ranger	4/3+	3	5	1	1	4		Mountain Dwellers	12
Dwarf Warrior	4/4+	3	6	1	1	4			12
Giant Spider	4/-	5	3	2	2	3		Movement; Venom	21
Gimli	6/4+	4	8	2	2	6	3 / 2 / 2	Axes of the Dwarves!	10
Iron Guard	4/4+	4	6	2	1	4			12
Khazâd Guard	4/4+	4	7	1	1	4		Bodyguard	13
Mardin	5/4+	4	7	2	2	5	3 / 1 / 1	Sworn Protector; Torozûl	8
Moria Goblin Captain	3/5+	4	5	2	2	3	2 / 1 / 1	Cave Dweller	15
Moria Goblin Drum	-	-	10	-	3	-		Drums in the Deep	20
Moria Goblin Prowlers	3/4+	3	4	1	1	2		Cave Dweller; Backstabbers	19
Moria Goblin Shaman	2/-	3	4	1	2	3	1 / 3 / 1	Cave Dweller; Fury; Transfix	15
Moria Goblin Warrior	2/5+	3	4	1	1	2		Cave Dweller	18
Múrin	5/4+	4	8	2	2	5	3 / 1 / 1	Kalazâl	9
Vault Warden: Foe Spear	4/-	4	5	1	1	4		Spear and Shield	13
Vault Warden: Iron Shield	4/-	4	9	1	1	4		Spear and Shield	13
Wild Warg	3/-	4	4	1	1	2			21
Wild Warg Chieftain	5/-	6	5	2	3	3	1 / 3 / 1	Terror; Packlord	18



Ancient enemies, Goblins and Dwarves clash.



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— Glóin, *The Fellowship of The Ring*

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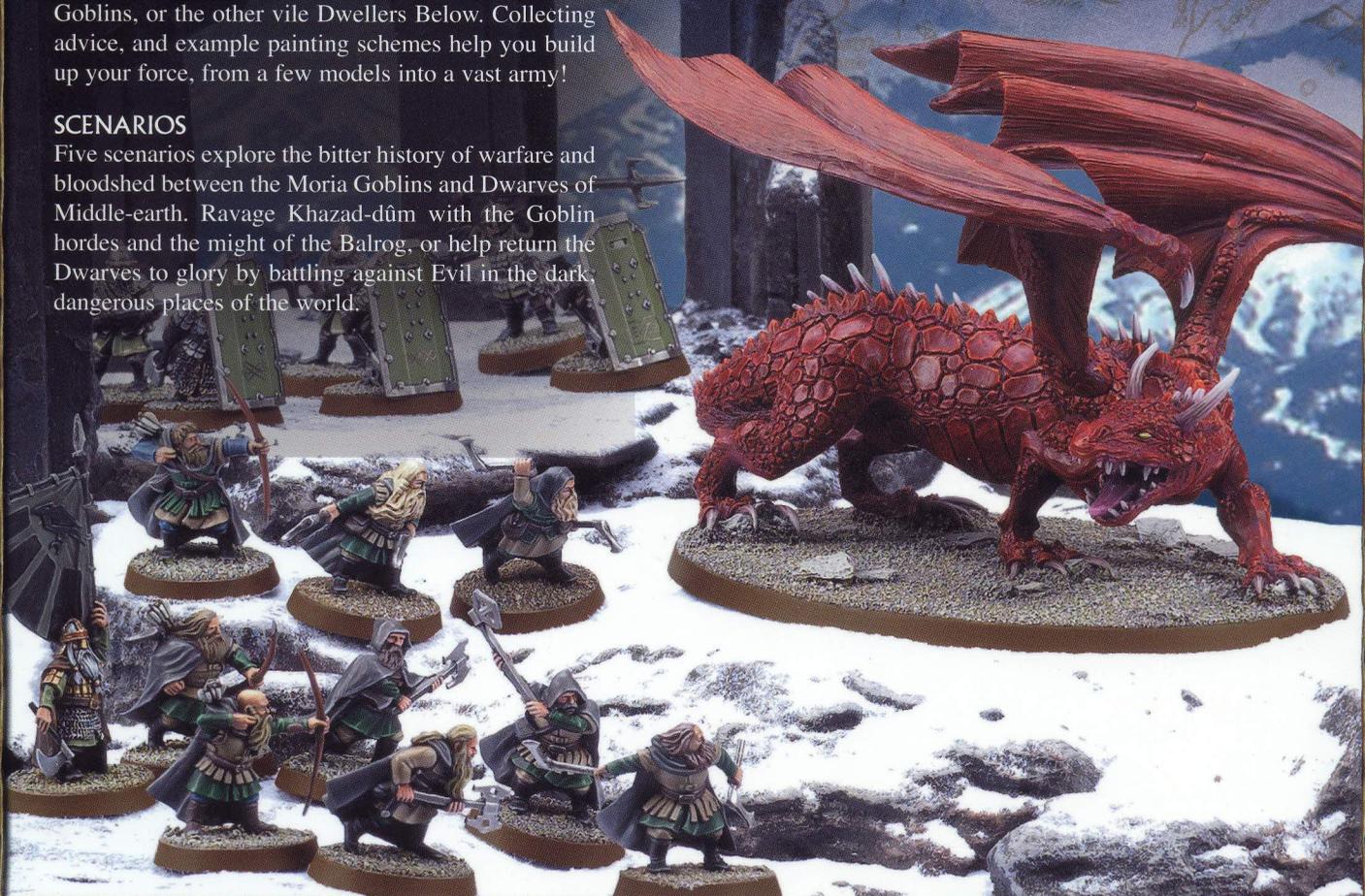
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