

THE BRIDGE OF KHAZAD-DÛM

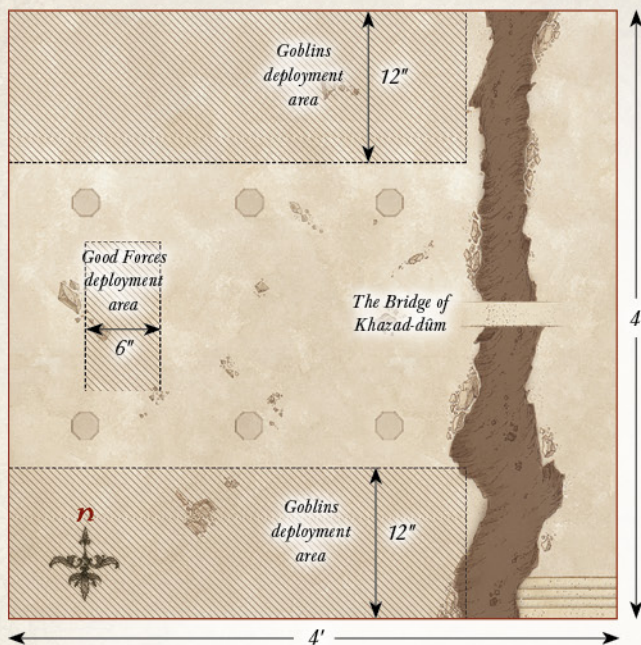


Having crossed the walkways of Dwarrowdelf, the Bridge of Khazad-dûm is now in sight. This slender bridge once served as the heart of the eastern defences of Moria, and now it looks to be the Fellowship's salvation if they can cross it. With no enemies in front of them, Gandalf urges his companions forward and towards the bridge, for crossing it will lead them out of the Misty Mountains.

Yet as they make haste towards the Bridge of Khazad-dûm, the Fellowship can still hear the thunderous footsteps of the Balrog behind them, and the scuttling of the Moria Goblins from either side. As they near the bridge, the Fellowship can see the Goblins closing in, which may slow them down just enough to be at the mercy of the Balrog.

With the approaching Balrog shaking the halls, Gandalf knows that the only way to save his companions is to destroy the Bridge of Khazad-dûm once they are all safely across. However, he will need to summon all of his might to be able to crack the bridge and send it crumbling into the abyss. If Gandalf can destroy the bridge before the Balrog can reach it then they may all yet escape. If not then only an act of great sacrifice can hope to save the Fellowship...





LAYOUT

The board represents the Bridge of Khazad-dûm and the surrounding area. There is a chasm 6" wide running from north to south 6" away from the eastern board edge; the Bridge of Khazad-dûm crosses this chasm and should be 2" wide. The stairs to the exit are in the south-eastern board edge. The rest of the board should have the odd rock pile or pillar dotted around.

STARTING POSITIONS

The Good player deploys their models between 6" and 12" from the western board edge, and at least 18" from both the northern and southern board edges. The Evil player then splits the Goblins into two equal halves and deploys one half within 12" of the northern board edge, and the other half within 12" of the southern board edge. No Goblins may be deployed east of the chasm.

OBJECTIVES

The Fellowship must escape Moria and Gandalf must destroy the Bridge of Khazad-dûm in order to prevent any of the Goblins from pursuing them.

The game lasts until one force achieves their objective. The Good player wins if at least five members of the Fellowship escape the board via the stairs, including Frodo, and the Bridge of Khazad-dûm has been destroyed. The Evil player wins if five or more Good models are slain, or if the bridge has not been destroyed. Additionally, if Frodo is slain, the Evil player automatically wins.

SPECIAL RULES

The Balrog – *The Balrog is pursuing the Fellowship, and it won't be long until it catches up to them.*

At the end of each Evil player's Move phase, the Evil player rolls a D6. If the score is equal to or less than the current turn number, then the Balrog arrives. It moves onto the board from the centre of the western board edge via the rules for Reinforcements.

The Bridge of Khazad-dûm – *The bridge is the only way out of Moria, and if it can be destroyed after being crossed then the Fellowship can escape the pursuit of the Goblins.*

Gandalf may target the Bridge of Khazad-dûm with the Sorcerous Blast Magical Power, providing he is standing on it. If successfully cast, do not follow the normal rules for the Magical Power; instead roll a D6 and consult the chart below. Might may not be used to influence this roll.

D6	Result
1	No Effect.
2-5	The bridge is damaged but still standing. You may add 1 to further rolls on this chart. These modifiers are cumulative.
6	The bridge is destroyed. Any models on the bridge are removed as a casualty.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield.

Evil: The Balrog; 2 Moria Goblin Captains; 24 Moria Goblins: 8 with shield, 8 with spear, 8 with Orc bow.

