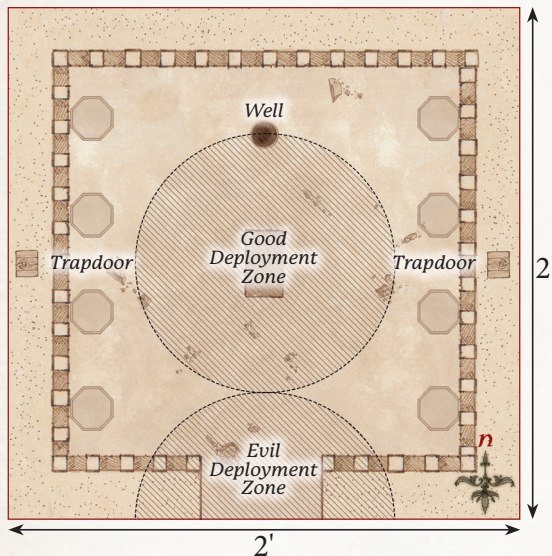


BALIN'S TOMB™



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: 2 Moria Goblin Captains; 24 Moria Goblin Warriors: 8 with shield, 8 with spear, 8 with Orc bow; 1 Cave Troll with hand-and-a-half weapon.

LAYOUT

The board represents Balin's Tomb. In the centre of the southern board edge is the doorway to the tomb. There is a raised edge that runs all the way around the edge of the board that is 3" wide. In the centre of the board is the tomb itself, and the well is placed 6" from the centre of the northern board edge. A selection of pillars should be placed as shown on the map, as well as two trapdoors on the raised area in the centre of the eastern and western board edges.

STARTING POSITIONS

The Good player deploys the Fellowship wholly within 6" of the centre of the board. The Evil player then places the Goblins wholly within 6" of the doorway of the tomb, but not within the Control Zone of any Good models. The Cave Troll is kept aside for later in the game.

OBJECTIVES

The Fellowship have been ambushed and trapped by the Goblins, and must now fight them off to survive.

The game lasts for 10 turns. The Good player wins if at least five members of the Fellowship, including Frodo, are alive at the end of the game. The Evil player wins if five or more Good models are slain. Additionally, if Frodo is slain the Evil player automatically wins.

SPECIAL RULES

The Goblin Tide – *Quite how many Goblins have swarmed the tomb is unknown, and more constantly find their way to the battle.*

Whenever a Goblin Warrior is slain, keep it to one side. At the end of each of the Evil player's Activation Phases, each Goblin Warrior kept aside in this manner may re-enter the board from one of the entry points. Up to one Goblin may enter from each trapdoor (providing no Good model is stood upon it), up to two Goblin models may enter from the well, and any others may enter via the doorway. Any Goblin models that cannot enter the board may try again next turn. Goblin models that arrive in this manner may Activate as normal when they enter the board, and may Charge if they wish.

"They have a Cave Troll!" – *It is not just hordes of Goblins that have attacked the Fellowship, but also a fearsome Cave Troll that has been led into battle.*

At the beginning of the Evil player's fourth Activation Phase, the Cave Troll may Move onto the board via the doorway, and may Activate and Charge as normal. During the turn it enters the board, the Cave Troll may Move 'through' friendly models. Any Goblin Moved through immediately suffers a Strength 3 hit, and any Goblin that the Cave Troll finishes its Move on is automatically slain.

Troll Rampage – *The Cave Troll that bursts through the doorway of Balin's Tomb has been whipped into a frenzy, and is about to unleash its full ferocity upon the Fellowship.*

The Cave Troll gains a bonus of +1 to its Fight Value during a turn in which it Charges.